

BRITAIN'S BEST SELLING COMPU 64 GAMES MAGAZINE

SEPTEMBER 1990

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EXCLUSIVE!! MONTY PYTHON'S FLYING CIRCUS REVIEWED

YC GOES TO MOMI

If there's no tape on this cover, ask the Newsagent where the blinking flip it's got to!

PULL-OUT TIME MACHINE POSTER

5 PAGES OF HINTS & TIPS WITH PRIZES TO BE WON!!

Check this out

4

CHILLIN'
FREE
GAMES

GAMES INSIDE:
TIME MACHINE
BLADESTORM
SHADOWCASTLE
IRON STREETS
AND MANY MORE



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- 4 FREE GAMES!! Can you believe it? YC shows no bounds with yet another collection of mega games from Commodore Disk User. You may recognize a few of them but there can be no doubt that they're the best you'll get on the front of ANY magazine. If that isn't value for money, what the hell is?

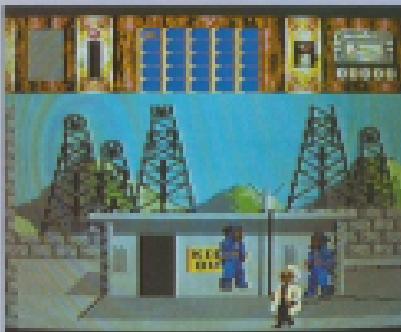
FEATUROONIES

51 MOM! - HOW I LOVE YA!

Two of the YC team go down to the South Bank and have around for a few hours in one of London's hottest tourist attractions. Rik even gets interviewed by Bazza Hormae, and the most exciting thing Jeffrey did was to eat a whooping big ice cream, errr... Loosen up man, loosen up!



MONTY PYTHON'S FLYING CIRCUS - It's surreal things in this impossible game based on the strangest comedy progression to ever appear on British TV you get to play that a man with a hand on his head, then a lady with a hand on his head, then a bird with a hand on his head. Now we know what Michael Palin's "Handy Panty" was all about. Publicity starts these days!!



TIME MACHINE - I have writing around time, and The Roman Empire, The Viking Empire, I have everywhere I have. The only trouble is that I have big holes in some fields whenever I touch one then Machine Dies well, I think at you to Boggart People next issue!

REGULARS

5 BUT FIRST THIS

Do pinups harm the industry? Of course they do!

6 DATA

What happened in Schenectady, and where did Rio go on Friday 13th July?

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8 pages of mega posters, tips and doodles to clear those stuck-in-mud blues.

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Lots of Monty Python goodness for you to say "Blow" to!

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The party with the mostly tries to answer your letters, and fails miserably.

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Rik checks out loads of comics and RoboCop 2.

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Flame discovers what it is like to visit a hamburger joint!

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Puzzles, puzzles, and much, much more!

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FLIMBO'S Quest

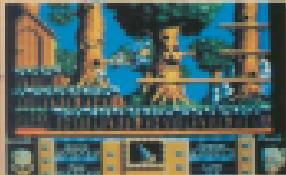


Take our innocent character, Flimbo, add a very broken heart, a pinch of herosine and one delicious dessert to distract.

Sprinkle a host of bonus roles featuring a damaged professor, genetic mutations and you could be eating the final ingredients of a cartoon style adventure game - per excellence.

FLIMBO'S SERIOUSLY DETERMINED, BUT
OH SO SERIOUSLY CUTE . . .

ACTUAL ACTING REQUIREMENTS



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September 1990
(On sale August 24)

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But First This..

It was quite amusing to read in a certain other rag claiming to do Compy 64 coverage, that we're "dead", "bogus", no news, that we have ceased to be. I know that we missed an issue on the shelves, but that doesn't mean that you're putting up the stinkies, does it? Does that mean that if I miss today's training one Sunday I should be censured or banished or something? Well, you know what they say about chickens and patching and all that. A case of foot-in-mouth syndrome.

Most gripes is gripes and on to lighter things. The new look WC gets more and more funky, and has everything that a Compy 64 owner could want, in games, games and more games, but you know that already, do you not?

The best news is that we're still trudging water and when we have learned to do our ten metres doggy paddle, then you're in for some hot puppy stuff. But putting my serious cap on for a moment, another point I'd like to put my grubby finger on is the subject of software piracy. Don't do it! It's not fair for someone, anyone, to take money out of the mouths of programmers, development teams, journals, and even the largest of software houses. Gamblers in games, and so is TyneSoft, and God only knows how many more will bite the dust if this disease carries on for much longer. And anyone for every game that you rip off, the less money there is to be spent on the next release, thus making for a poorer product. We all lose in the end. So sensible robbery is robbery no matter what tint your shades are.

That's it for now. I'll catch ya at the show (the EGS) in September probably I'll be the one hanging around PRACTICALLY to be drunk, until then hang loose.

Rik Henderson



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WHAT'S CHILLIN' AT VIRGIN

Forget the other charts. London's West End is where it's happening!, and YC and Virgin Games Centre bring you the hottest in box moving info.

TOP 10 CASSETTES

1. Vendetta (System 3)
2. Turrican (Rainbow Arts)
3. Flimbo's Quest (System 3)
4. Int. 3D Tennis (Palace)
5. Klax (Domark)
6. Kick Off 2 (Anco)
7. Tetris (Mastertronic)
8. World Cup 90 (Gensis)
9. Phoenixia (Empire)
10. Emlyn Hughes' Int. Soccer (Audiogenic)

TOP 10 DISKS

1. Champions of Krynn (SSI)
2. Int. 3D Tennis (Palace)
3. Vendetta (System 3)
4. Escape from the Planet of the Robot Monsters (Domark)
5. Emlyn Hughes' Int. Soccer (Audiogenic)
6. Flimbo's Quest (System 3)
7. Die Hard (Activision)
8. Gunship (Microprose)
9. Impossible (Gremlin)
10. Storm Across Europe (SSI)

OVERALL CHART

1. Vendetta (System 3)
Boot-em-up cum arcade adventure cum driving sim, and stonking it is too!
2. Int. 3D Tennis (Palace)
Superlative tennis sim with more options than a YTB.
3. Champions of Krynn (SSI)
Role Playing masterpiece based on the Dragonlance books.
4. Flimbo's Quest (System 3)
Absolutely stunning cutsey game! Boilinnnnnggg!
5. Emlyn Hughes' Int. Soccer (Audiogenic)
Ancient footy game, still the best of its kind.
6. Turrican (Rainbow Arts)
Loads of exploring and shooting and things in this immensely playable game.
7. Klax (Domark)
Brilliant brick building, blimey!
8. Kick Off 2 (Anco)
Sequel to THAT game, and okay if you're really into soccer.
9. Tetris (Mastertronic)
More brilliant brick building, blimey flip!
10. Gunship (Microprose)
Yonks old chopper sim, hee hee!

5 INCREDIBLE GREMLIN FACTS



• 1) The big, green and 'omrible Gremlins' hatch from rather cute, small and sickeningly cuddly Mogwais. In order to prevent this you must follow three rules. Never expose them to sunlight (or else they melt into a



The 'What's Chillin' at Virgin' C64 chart is exclusively compiled for YC by Virgin Games Centre, 100 Oxford Street, London W1. Tel (071) 637 7911.

squiggy mess), never get them wet (or they multiply), and never...



ever feed them after midnight.

* 2) They have now appeared in two movies and there is already a third one planned.

* 3) Both films were directed by Joe Dante, who is also known for his direction of *The Burbs*, *Inner Space*, and a rather nasty horror movie called *The Howling*. He is currently making a comedy film based on the comic strip hero Plastic man.

* 4) The four new goblins that appear in the second film are called Loring, George, Duffy and Mohawk and have very funny individual characteristics.

* 5) And... Errm... (Eidos has signed the license to do a game based on *Ogreman 2*, but I suppose you already knew that).

WISHING ON A STAIR

 Space is a very, very big place, and there's nearly as many games based on it than it contains stars. Accolade tends to disagree, 'cause here comes *Star Control*, a game for action game enthusiasts and strategy game fans alike.

Apparently, in the future we've got a big prob. Although there is this enormous star cluster, it cannot accommodate all the alien races that make up the Un Guan Hierarchy and those that comprise the Alliance of Free Stars. So it time for aumble, and a big battle is on the horizon, with yourself deciding the outcome.

If you want you can even get a friend to join in the mayhem, and you can swing them (or vice versa), ha, ha! And if you're a bit dubious whether the fate of entire races should rest in your hands, you could let the computer handle either the amble-blasty section or the strategic bit, and you can control the other.

Star Control will be available around September time.

SHAKING HANDS WITH THE DEVIL

 US Gold has announced the imminent release of a new Capcom arcade conversion. This one deals with the controversial issues surrounding the Middle East, a touchy subject that is normally best left alone.

But this time the fundamentalists have been ignored, and the plot focuses upon dodgy arms dealers (and gantry legs I should imagine) who would rather that the Middle Eastern wars didn't end so they could sell more and more of their powerful weapons. Now they're spreading terror much the same way that you'd spread mustard, 'cept they don't let it dribble out the side of their sandwiches.

You, as one of three characters - Mickey Simon (in a P-14 Tomcat), Shin Kazama (Tigerhawk), and Greg Gate (A-10 Thunderbolt)

- have to fly around a lot blasting the bad guys and therefore doing your bit for worldwide peace. And there you have it.

U.N. Squadron offers simultaneous two-player shoot-em-up action and will soon be available on cassette and disk.

Also to come our way is a role-playing game (*Aer Pro God*) based on that flared hero of the cosmos best kept to a late night slot on Satellite television, and featuring all manner of stupid irritating metallic menaces, that make very bad sound effects kind of noises.

This'll be programmed using, roughly, the same system as the AD&D range, by CBS. And it is based on the TSR game of the same name, which surprisingly hasn't done very well.

Whether or not we'll see it appear on the commy this year is another thing entirely, but we can keep our fingers crossed can't we?

Bollocks, bollocks, bollocks!

STOP PRESS!!! ARNIE IS BACK

 Ocean has announced that it's grabbed what could possibly be the hottest new licence this Christmas.

Based on the new Arnie movie, *Total Recall*, we should expect to see greatest postcards in the shops around December sometime.



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WHEN THEY MET IT WAS...



On Friday 10th July

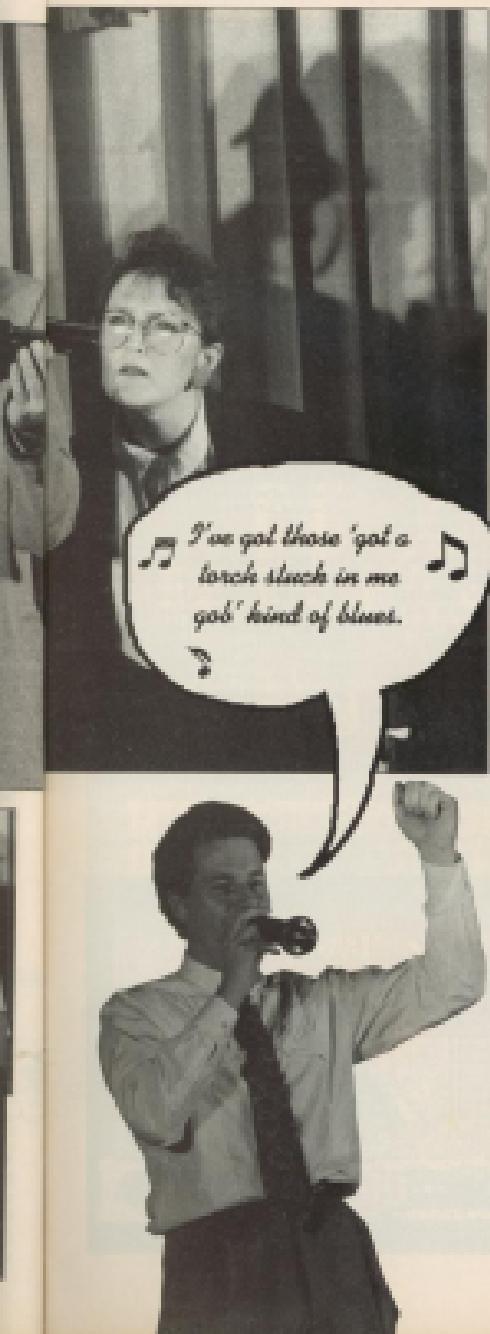
Rik, Jeffery Davis, Paul Rixby and a bunch of similarly unruly journoes were invited to Loughborough at US Gold's bequest and to celebrate the release of *Murder* (last issue's cover game).

They all convened in a three star hotel and before they knew it, many, many pints of alcohol were placed before them, and then it was off for a large conference during which the freakies from a select few were rather more interesting than the speeches. Then there was enough time for a few games of pool in which a YO team made up of Paul and Rik narrowly lost to an Emup team (which almost made up for the dubbing we gave them at Terminator paintballing).

Then they were all herded onto an ancient coach and driven to this rather superb mansion in the middle of nowhere. And after more beers, everybody was treated to a slap up meal, and a comedy sketch performed by a few actors, in which Geoff Brown (US Gold's big boss) was publicly humiliated, and boy did everyone enjoy it!

After returning back to the hotel and boozing down in a nightclub until the early hours, we can exclusively reveal that Rik was the last person to get out of bed on the Saturday, and he and Jeff were the last of the rabble to leave the hotel thoroughly content. So (according to Rik) it's a big humuh to US Gold, and I'd like for my own presence to be noted for the next journal bash!





I've got those 'got a
latch stuck in me
gal' kind of blues.

THE DREAM TEAM

The HC review team are so cool that when they could keep hot tubs in their universe, but what do they do in their spare time?

Kris "Eric Gandy" Henderson - Editor

Sounds about right, right? What little spare time Kris gets he devotes to reading comics and kicking poly at Roland Hoban's events. Most of his spare time comes on the train from London to sunny Milton Keynes.

Anthony "Mr. Greenback" Coffey-Correia - Games Editor

Anthony is a touring man, and we don't mean that he struts down the street waving the arms from side to side and barking out such filth as if he's got some terminal gout. He's over got his own ball, or at the least!

Beverly "Mrs. Videogamestore" Gardner - Contributor

Our Beverly spends an awful lot of time building and making things. She has a weird and peculiar tendency to what she deems immediately other, it's almost as if she enjoys it.

THE SKOREBOX

Each game is given different ratings in the form of a wonderful beauty皇后 (inside the range of older than 10 to 14). In order to explain it more more lucidly:

- Skorebox level of 100** - This is what we think the games appeal to presentation wise and graphics.
- Skorebox level of 120** - Does the music grab? Do the sound FX come across as realistic?
- Skorebox level of 140** - This is what we think the instant appeal of a game is like. Does it grab your attention straight away? Is it not hard to get into?

Skorebox level of 160 - How long will the game retain your interest-interest? How's the story?

Skorebox level of 180 - This is the personal rating given by the reviewer of how good they think the game is.

100-120 - This game is so abysmal that the only reason anybody would ever want to use it is for novelty value.

120-140 - Incredibly dull, and not interesting or the slightest. What's important here is you'll get the general idea of what's taking place.

140-160 - Not bad, useful, and probably somebody's cup of tea, although overall still to genre basic.

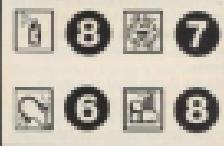
160-180 - A good game with more going for it than most. Still be best to check this one out in the shop before you buy them.

180-200 - Go out and buy immediately, these games are not. So far as far as we're concerned, these games are not. So far as far as we're concerned, these games are not. Any game getting this score are announced as HC Fan Girls (the HC seal of recommendation).

POO

This game has some great ideas, rating, and very game to enjoy yet there would be the fact that anybody could make it on the computer. So, you're gonna have to figure this game comes around because all the game players in the world would consider yourself a genius and bring lots of people along with you.

skorebox



overall

84

SHADOW WARRIORS



OCEAN -
£9.99 Tape,
£14.99 Disk

Riki wraps a black blanket around himself and runs around shouting "Hya, ya, ya, hyah!" Once they released him from the institution he set about this latest in the pixelised exploits of ninjas.

Shadow Warriors was an arcade machine? However I don't seem it there? It's not as if I don't go down the arcade or whatever? Actually Shadow Warriors isn't my kind of thing anyway. I was part of local arm-ups when Double Dragon came out. Horizontal scrolling landscapes that stop when there's a fight to be had, nah you can't keep me.

Dragon Ninja almost changed my mind, but didn't offer enough variation in gameplay to hook me, so Shadow Warriors with it's even more monotonous action is hardly gonna get me going, but it will appeal to somebody.

Pardon me! These kind of games don't offer too much; you as a ninja in the nineties, run fast and destroy an oriental demon who has taken the body of one of today's greatest warriors. Unfortunately he has sent a pithouse (meaning use of the English language here!) of "greatest assassins" to help you in your progress.

So you start in the slums of

somewhere similar to New York, and you must progress along streets and through different levels of action. This is done by beating the flag out of anything that moves, and things that don't too. And when you've gone through them, the villains get bigger and laugher and carry legs, which they are more than willing to shave in places that you'd rather they didn't. There are also leather clad parkas and sunndi wranglers, amongst other harder to beat foes.

Luckily for you, you are the only one left who has been taught the art of ninjutsu, which means you can use not just your hands, but your whole body as a weapon. You can kick, punch, backflip, throw, and dance about like Michael Jackson (probably).

In this doubt, dug it out! He's big, imposing, got bad breath and he's got a book of a punch. Ah kick 'em in the gonads, it'll be over in no time!

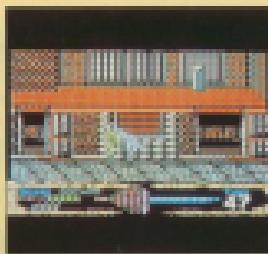


He flies through the air with the greatest of ease, but he won't when we're over off his lesson!

And also scattered around the landscape in order to aid you are objects like telephone boxes, plantains, walls and pieces of pipe. You see it's not worth just fiddling your hands about madly, fighting every baddy in every direction, instead you should get your hands to a wall (or whatever) and wait for them to come to you.

If you kill a villain and they crash into an object, it will explode and you can pick up a bonus icon. Some icons give you energy or extra lives and others give you extra points,



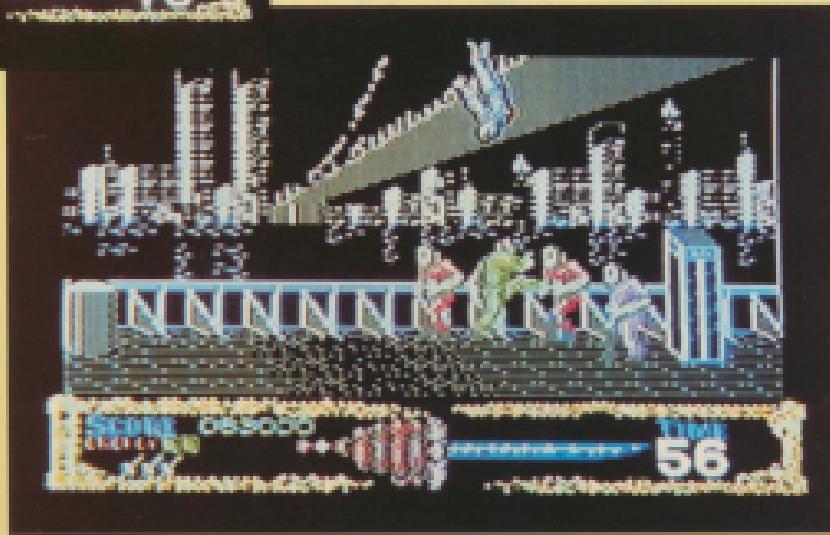


Break him in the face joint. That's the way! Eat Space food from hell!

skorebox

1	B	6
7	6	

overall **76**



There is also one that gives you a sword to use, therefore allowing you to dispatch your enemies with

greater speed.

Each section of each level has a time limit of 100 seconds and if you

spend this then you'll lose a life. The end of each level has a scattering of mega missiles and generally without an obstacle to keep your back to, that provides for some staff fighting skills.

Each level upon completion of the previous takes a fair while to load, but this allows you to take a breath and is not annoying in the slightest. What is annoying is that Double Warriors is a brilliant conversion of a poor arcade machine. If you go crazy into martial arts beat-em-ups with very little in varied gameplay then you would do no better than this. It's a more disposable game than Double Dragon or its sequel, but maybe a tad more

Fax

Bare Feet

Dressing up in your bath robe and eating Chinese food does not qualify you as a ninja. You'd probably be better off pretending that you're a turtle. New York is very famous for its phenomenal crime rate and it's rather scrummy bagels.

Starring again:
Bureaucrats and a cast
of thousands of
scumming people
who aren't
important enough
to mention here . . .

Greetings Scum, once more, what can I say other than YOU ARE SO SLIMY! Well, I have overwhelmed here at Slime City with tons of nasty cheats, hints, codes and maps. As you can imagine, this suits us just fine 'cos we don't want to have to do any work, you want free software and the software companies want free publicity. Happiness all round! This month's sponsors are PARISOW ARTS who will happily provide copies of TURBOCAH and DOOMARK who have some nifty ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS t-shirts to give away. Thanks to both of you for being so low and sleazy!

As far as other rewards are concerned, we have another piece of good news. We at the Slime City have come up with a somewhat suspect idea (even if I do say it myself). We have decided to sort you scumbags into ranks - the more rank we receive from you the better, the more you'll be promoted. When we've finally sorted out prizes other than software you'll be able to qualify for a prize according to your rank. Wear your disgusting position with pride and say "WE'RE DOO SLIMY" to anyone who is lower than you on the lists. As to those ranks, here they are:-

PRIVATE PILOT - maybe you'll get a badge when we get them, that is! **CORPORAL CRUD** - look out for your t-shirts, corporals.

SERGEANT SLIME - if we can get a software house then you'll get a game. **CAPTAIN COLDESTOMY** - pretty high ranking, certainly a game or two

plus anything else we can get for you. **GENERAL GAUZE** - the slimer's highest rank.

Reach these crazy heights and you're looking at a very cool nameplaying, but just you try to get there! It isn't

going to be easy. Something for gungy people like you to dream about.





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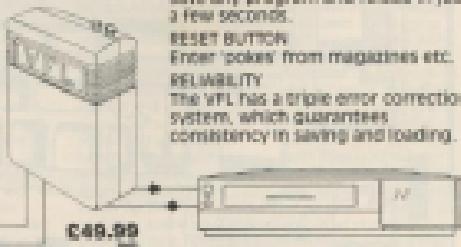
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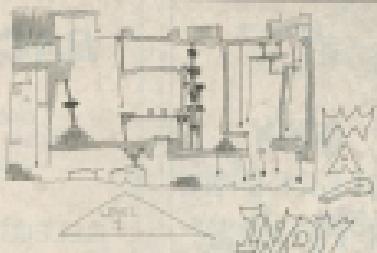
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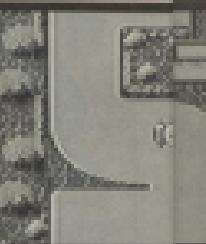


First on the compost heap this month are Caroline and Christopher Griffiths of Fleet. Well done guys, your maps of the first 2 levels of Indiana Jones are printed here for all to enjoy! For that scurvy work of art you have both become the very first SCUM OF THE EARTH laureates! A copy of TURRICAM from that oh-so-gorgeous-and-wonderful software house RAINBOW ARTS is on its way to you. AND you both get an



ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS t-shirt

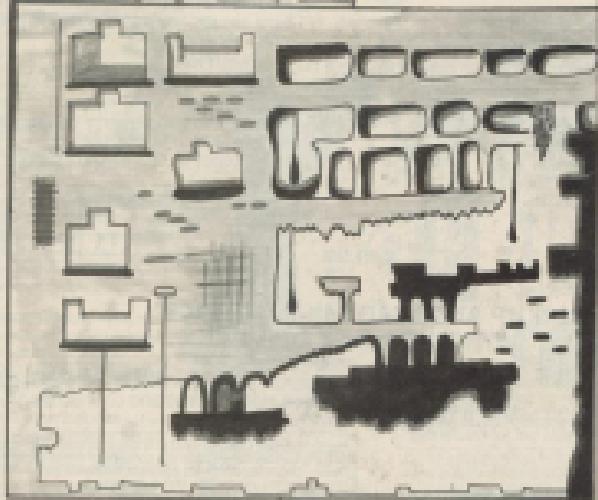
company DOMARIN. Get back to work and who knows, you may even get a promotion!



TYPE FOR FREE

Read in the past sleep sludge that informs these pages is James 'Jappo' Japon, of Soho. A load of slime here that earns him the post of Corporal Droid. Also one Armed Han in ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS t-shirt, compartments of the wonderful London-based DOMARIN. Wear it with pride and stand in loads more!

I MAP INDY LEVEL 2



His palin first,
BATMAN THE MOVIE
POKE 4680,173
SYS 1624

BUBBLE BUBBLE
POKE 1200,189
SYS 88810

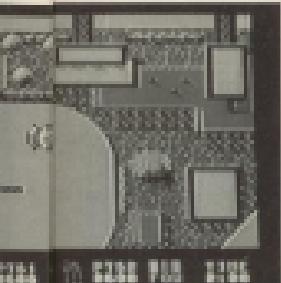
FORGOTTEN WORLDS
POKE 52000,100
POKE 5270,101
POKE 22007,101
POKE 32863,101
POKE 22007,103
SYS 10000

NEW ZEALAND STORY
POKE 2010,173
SYS 23000

TOOBIN
POKE 28000,181
POKE 28734,181
SYS 23043

PLATOON LEVEL 1
POKE 46811,173
SYS 16080
LEVEL 3
POKE 46813,173
POKE 46855,173
POKE 7505,173
SYS 7402

FRED MEAT
POKE 3100,185
SYS 11080



PEREGRINE
POKE 42780,170;
SYS 37293

INDY JONES LAST CRUSADE
POKE 32551,173;
POKE 37551,173;
POKE 35750,173;
SYS 32092

BALAMANDER
POKE 23875,170;
SYS 24079

BOBBYBUL
POKE 54900,173;
SYS 55515

TERRY'S BIG ADVENTURE
POKE 20080,173;
SYS 21984

RALLY CROSS SIMI
POKE 24220;
POKE 4278,44
SYS 2071

REMON
POKE 28950,173
SYS 20048

And now for those of you without a reset switch.

OPERATION THUNDERBOLT
Enter EDDMATHIC on the high score table.

FIGHTING SOCCER
To beat the keeper every time, shoot from the penalty spot.

STRIDER
Reset game then press
MONITOR, RESTORE,
RIGHT/UP and DELETE
together. Then the border turns grey. Press the fire to restart then press F1 and move your cockpit upright, now you are transported to level 3, and if you complete this you will be on the final level.

Great mounds of pure lava from Lava and Saul Davies from Carruthers.

There seems to be an awful lot of heaving going on these days! Can't take the pressure all on your own people? Never mind, for your closest neighbour of Fantasy World Chippy and the solutions to Gley's Island adventure and Fantasy world, you have won't you have the sort of Sergeant, and so rock out for your brightly coloured and very stylish ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS t-shirt from DOMARIE. As there's lots of you you can also have a copy of TURRICAN from RAINBOW ARTS, another brilliant software house. Cheers guys, and I hope this weather in Wales is just as good as here in Silsbee City.

Fantasy World Disney 3rd.

Give apple to Troll. Take stale loaf and use jug of water to put out fire. Go through fireplace and pass above the chimney, then put loaf in rafters, path and go past. If when loaf is eaten, Go to David and take rope from him, jump on snap-happy gator's mouth and tie it with rope. Get bone from attic and put it in Amazog's den. Don't put it right at the back or Amazog won't eat it. Make your way to broken bridge and drop three boulders into the water to raise the level.

Go across water and go to end of pier. Get the sleeping potion from Gey, make your way to the wide-eyed dragon and use the potion to get past. Collect all three keys (using the bag in the top corner Cloud Room).

Well to carry more objects and use to turn on the three machines in the lift hut. Get crowbar off Grandad and the Piggy case. Use crowbar to open the well and get stone. Give cow to shopkeeper and have been, collect key in church and turn on lift machine.

Plant bean in manure, get door knocker and use it on door marked 'knock and enter'. Go in. Collect bucket and take to postbox at bottom of volcano. Fill bucket. Put water in measure and beamstalls, grow. Go up beamstalls and across the clouds to cloud castle, get egg. Go to lift hut and down to dragon's lair. Put egg on nest and walk past. Use pickaxe to break blocking boulders and collect rug. Take rug to cloud castle and use to cover spikes. Collect coin under table and use lever to lower Dairy. Go up and talk to Dairy and that's it. Collect the last coins. Also advisable is to look everywhere for coins.

New Treasure Island Disney

Get chest and put at bottom of cliff. Blast on it to jump up cliff. Get snorkel, video camera and glass instead from tree house village and put on beach. Pick up snorkel and go into water. Get salt water, snorkel and go back to beach. Measure items so that you have spears, sword and sword in order. Go back into water and drop spears on bounding rock. This makes air bubbles for you to stand on. Use

these to get out of the water. Drop sword by grave and go back to get video camera. Give this to shopkeeper. Get boat from him and put this on end of pier. Use glass sword to open grave, make sure you have snared.

Go down hole and left at bottom to collect dynamite. Get back over crab to grave and up boulders. Drop dynamite and get key from plan. Go down stairs and right and jump over boulders (watch the fire). Drop key on little bit of barrel sitting out of floor. Go down hole and get microwave. Give this to shopkeeper and take outside motor. Drop motor off end of pier. Get axe and table. Go through water, put axe on bridge and fall through. Make your way back to grave up platforms.

Arrange items so that you don't drop them if you pick up something. Go back down and get buried treasure. Take it to shopkeeper (don't drop the coins until you get there). Drop the box he gives you off of pier then get dynamite. Go back to the beach and get info red detonator from trees. Keep going until you get to the last screen of the mine. Put detonator on first rock and dynamite on rocks blocking the gold. Press RAINBOW when on the detonator and get the gold. Give gold to the shopkeeper and take the key he gives you. Drop it off pier, quickly jump onto boat and keep sailing on it. Get off at harbour and read the end message!

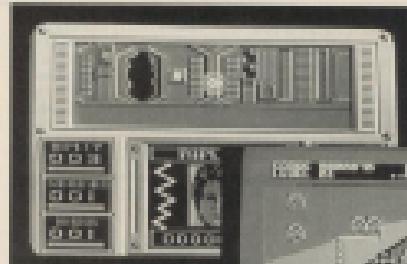


Mega pack! Here from Alexander Hauser from Gosselburg, SWEDEN. Our first overseas Segment! Look out for TUFFSCAR from PARISOW (which is lovely software) house we and ANTS. Hope you enjoy it Alex!

PROBIA
POKE 8208,173
SYS 2173

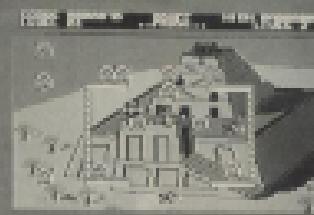
BOMBO
POKE 11417,173
POKE 25420
POKE 44892
SYS 2117

BMW K100Z
POKE 8049,173
SYS 2160



POKE 12888,173
SYS 2071

MANY MOVES
POKE 8591,173
SYS 2584



FRUIT MACHINE SIM
POKE 82015,173
SYS 22768

MENACE
POKE 8062,173
POKE 8228,173
POKE 8343,173 POKE
8241,173
SYS 20660

TURBO BOAT SIM
POKE 17937,173
POKE 20655,173
SYS 27680

PRO SKATEBOARD SIM
POKE 1701,173
POKE 48867,173
SYS 28476

PETER PACKRAT
POKE 55214,173
POKE 40548,173
SYS 22756

MAGIC CARPET
POKE 52057,173
POKE 48548,173
POKE 48658,173
SYS 22766

RICK DANGEROUS
POKE 27931,173
POKE 11150,173

LEONARDO
POKE 3417,173
POKE 34391,173
POKE 34762,173
SYS 19456

PLASTERERS
POKE 11571,173
SYS 25656

SHIMOSI
POKE 15287,173
SYS 7291

GOLDEN TALIBAN
POKE 13488,173
POKE 13505,173
SYS 8192

KANE
POKE 8492,173
POKE 8582,173
POKE 3863,173
SYS 3072

KANE II
POKE 13483,173
POKE 10645,173
POKE 11654,173
POKE 38651,173
SYS 3072

VEGAS JACKPOT
POKE 20614,173
SYS 19456

5715 0346
ALIENS (UK)
POKE 42040,234
POKE 42041,234
POKE 42042,234
SYS 38233

OUTRUN
POKE 44548,196
POKE 38368,196
POKE 34323,173
POKE 34688,173
POKE 32098,173
POKE 38408,196
POKE 38658,196
SYS 38248

CYLU
POKE 38409,173
SYS 40152

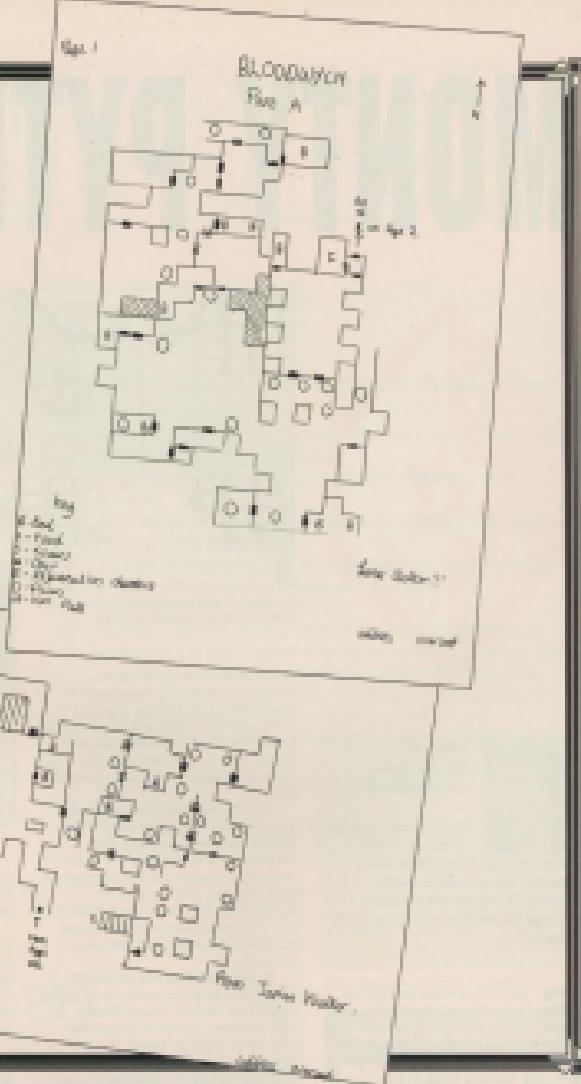
WORLD
POKE 14711,173
SYS 25660

MAMIC MINER
POKE 18673,234
POKE 18672,234
POKE 18671,234
SYS 16364

GABAL
POKE 8465,196
POKE 8173,196
SYS 2860

Don't forget to put your name and address on **EVERY PIECE** of work that you send to me or else you may not get your crud printed. PUSH your latest simo to me at this NEW address—
OH COZIN EUGENE, HOW DOES YOUR GARDEN GROW? WITH SILVER BILLS AND SNAIL SHELLS AND SLUG TRAILS ALL IN A ROW! OH COZIN EUGENE, HOW DO WE GET INTO YOUR GARDEN? BY AN AWFUL LOT OF CREEPING!, YO MAGAZINE, 20 POTTER'S LANE, KILN FARM, MILTON KEYNES, MK11 3HF.

Another set of groovy maps here from James Walker of Farnham. These ones are for Woodstock. And that certain place of auto-biography earns you the title of Sergeant too! Have yourself a good game of **PAINTBOW ARTS' TURNBACK** to recover from the autograph sessions!



Right then, that's your lot. Get them cheats coming in please. The first solution to Hammerfest from Activision gets a free copy of RAINBOW ARTS' TURRICAN 'cos we've got one left! Get to work, write in and who knows? You might be bashing your mates with rubber swords in the months to come. Many thanks again to DOMARK and RAINBOW ARTS whose sterling generosity made these pages possible this month. Any other software house that's interested should contact EUGENIE via the Games Editor. Bye for now, and keep the game bashing.

BOOK BUDGET

MONTY PYTHON'S FLYING CIRCUS

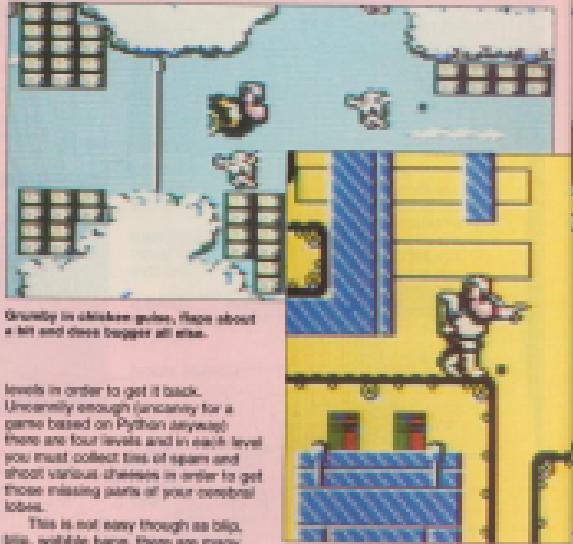


VIRGIN -
£9.99 Tape,
£14.99 Disk

Fish, fish, spans,
cheese, Fish.
Where has that little fishy
gone? Bang tickle tickle
bang, Bang tickle tickle
bang, Accountancy. The End!
Squish...

Stand on one leg and go yo,
yo, yo, yo phang! How you
have got a rough idea of what
Monty Python's Flying Circus was
about. It was... is, and will be silly
silly, my name is Fred. In the
beginnings it was a cult comedy series
completely in a different mould from
Dopey Vicar from Last of the Summer
and all of those connected to it (other
than the recently departed, and
sorriely missed, Graham Chapman) have made backsaching even
sillier things.

Dressed in a woolly wost and
hankly placed firmly on head, you are
Mr G.P. (Gumby) and have fish-wibble
lost your brain. It has separated into
four parts and you must complete



Gumby in kitchen puzzle, place about a bit and chee trigger all this.

levels in order to get it back.
Universally enough (unusually for a
game based on Python anyway)
there are four levels, and in each level
you must collect tiles of square and
shoot various cheeses in order to get
those missing parts of your cerebral
lobes.

This is not easy though as bilo,
tapi, wibble bang, there are many
things that can go wrong. For
instance you could lose the span
that you thought you had uncovered,
try it slopping down a pipe or
something. And there are a pattern
of Python-esque puzzles that your
front every crack in the Dale-like
basement.

In the first level you transform
into a fish, and you must travel along
paths that contain many cheesy
comestibles. You must shoot the
cheese in order to reveal tiles of
span or other items of face.
Sometime though, the tiles of span
are plain for the eye to see and a
counting use of shooting and
placement of your bodily art needed
is order to succeed in solving the
puzzles. This is more often than not,
so your own brain is needed to allow
you to pick up Gumby's.

The other levels have the same
generality, but Gumby changes into
different creatures including a bird
and would you believe it, a bipolar
humane (a man, so you or me).
Scattered around in obscure places

you have to experiment in order to
find them are bonus levels that offer
much food.

Every time you touch a maw
you lose energy and you start with
three lives. Any food, including
spans, recharges that energy, but
when your energy runs out your head
flies off and flaps around like a fish
out of water.

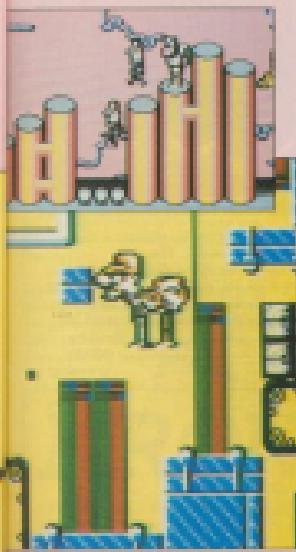
If you manage to complete a
level, and succumb the end of level
guardian, the amount of cheese that
you caused to explode and the
amount of span that you collected
will be totalled up, and taken away
from your score (the score starts at
\$0,000,000 and plummets
downward). If you have collected
and shot enough you will get a piece
of your brain back.

The graphics are so yucky apart
good that you'd be forgiven for
mistaking this version for the Amiga
one. The feel of the game is just
sparkingly right, with more Python

'S FLYING CIRCUS

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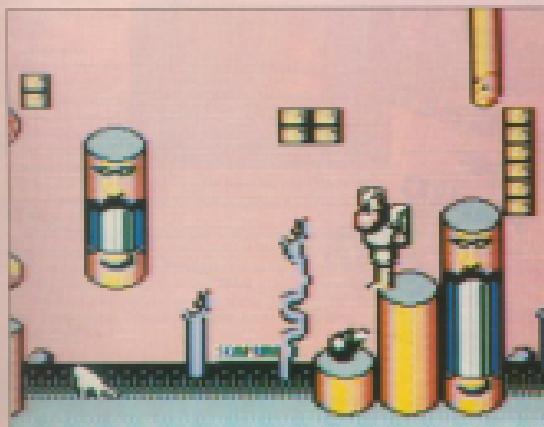
What Now he's up to something, says, he's pointing at that funny fellow.

Fax

10 things you never wanted to know about Monty Python's Flying Circus

- 1) Halibuts are not just small, wet things with scales, they are also a plot device.
- 2) The parrot sketch is not a pencil drawing of a parrot.
- 3) My father was not a lumberjack, nor did he dress in women's clothing.
- 4) Adrian Pumfrey (Id of Your Amiga) is likely to be a member of the ministry of silly walks.
- 5) Accountancy is not boring.
- 6) Monty was the name of a British tank colonel. A python is a big snake. Flying means "to float in the air". And a circus is a performance by many in a big tent. Therefore Monty Python's Flying Circus means Colonel Snake's floating tent.
- 7) A silly thing to do on a rainy day is to stand in the rain.
- 8) Spam is a wonderful meaty comestible.
- 9) So is rat pie.
- 10) There are only nine facts!

Icons contained than the programs themselves (thinking about it this doesn't seem so silly). If you are into themselves, or these again even if you're a fish, then this game is the highlight for you (Etc., of course). It also "breaks the law of physics"?



skorebox

6	10	6	10
6	9	6	9

overall

97

ON THE TAPE

ER... Due to a few minor errors, the Time Machine playable demo promised on last month's Next Month page had to be put back by one month. To compensate we've got two whole games for you instead, taking the total of number of games up to FOUR!! The Time Machine demo will instead appear on next month's tape honest!

Running Order:

SIDE A: Plague, Kron
SIDE B: Muncher, Panic

TAPE PROBS

If you are having big probs with your cassette (ie. it won't load, Jofor!) then send it to Tape Pros, 102 Tape St, Aphrodite Publishing Ltd., 20 Potells Lane, Kil Farm, Milton Keynes MK11 2HF. Don't forget to send your name and address, and an explanation of the problem.

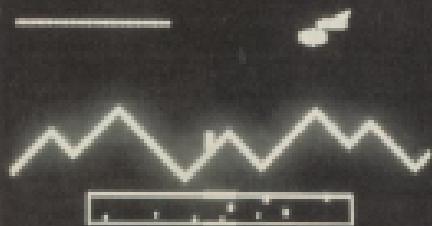


PLAQUE

Plague is based on the immensely popular old classic, Defender (alright, it bears more than a passing resemblance) and should be treated as an excellent version and not an original game. They

game is controlled entirely with a joystick in part 2. The ship accelerates in the direction of the joystick and moves from one side of the screen to the other to allow for maximum forward view. Lasers are fired by rapidly pressing the fire button. In





addition, the ship is equipped with three smart bombs, which destroy all aliens on screen. The bombs are fired by holding the fire button down for a longer period. In this way you need never remove your hand from the joystick.

The ship has considerable momentum and it takes practice to control it effectively. The object of the game is to destroy all aliens in each sector while protecting the men who are stranded on the

landscape. The alien types are as follows:

A) Rotation mines: These follow a set pattern across the landscape and provide a moving obstruction to the player.

B) Plaster: These hunt down the men on the landscape. When directly overhead a target man they descend to capture him. The man is then carried to the top of the screen where he is absorbed and the player mutates. If the plaster is destroyed

before reaching him/her to death.

C) Mutants: These fly at high speeds with the sole aim of destroying your ship. Although they are the fastest of the aliens, they also have the most momentum and are not capable of rapid changes in direction.

D) Pods: On laser levels these pods hover motionless in space. Destruction of a pod causes the release of four swimmers. Using a smart bomb will also cause the release of swimmers.

E) Germworts: These fly at constant horizontal velocity but can change vertical velocity rapidly. They operate in two modes: 1) Attack mode, where they home in to your ship. 2) Defense mode, where they try to avoid being destroyed during a chase.

Contact with any of the above aliens results in the loss of one of your three lives. An extra life and smart bomb is gained every 1000 points.

The radar screen shows the position of all aliens and men in relation to your ship, which is always central on the radar. The radar only updates twice a second and anyone should be aware of this when flying at speed.

KRON

A battle rages in the city of Bora in the land of Stark. The peaceful Boranians are no match for the Zolian guards-army, led by Balcan the Conqueror, who invades Bora and captures Princess Zora. Balcan had totally demolished the Boranians who, being so few in number now, had scattered and sought shelter in secret caves somewhere on Stark.

Only you, Kron, with the aid of your wounded father, can escape across the sea of silence to a small island where you grow tall and strong and vow revenge to your people. Your promise is to kill Balcan and rescue Princess Zora by... That day has now come!



It's up to you to find Zora...



"I'm sorry, Kron, but I have to tell you that we're not able to help you. We're just a small group of people who live here in peace. We don't want to get involved in the war. Please, there's nothing we can do for you."

LOOK-TO - View your present location.

TEXT/WORDS - Allows you to follow the adventure with text only.

PICT - Enables you to view pictures and text.

HELP - May or may not prove to be helpful.

LIGHT/WIN - Describes all your current possessions.

SOUND - Allows you to save your current position within the adventure.

LOAD - Loads a previously saved adventure.

QUIT - The easy way out when a solution is not forthcoming.

One feature of Kron is the ability to make fairly complex commands. For example, "Take the spade and throw it at..." Good luck with your quest!

Kron was designed using the Graphic Adventure Creator (GAC) by Interstel, all rights reserved.

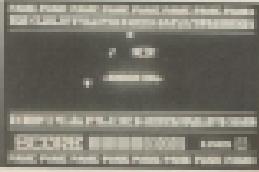
TAKE/GET - To acquire an object.

DROP/LEAVE - To discard an object.

NORTH/SOUTH/EAST/WEST (partial/full) - For directions.

PANIC

Blindly try to take part in an exciting non shoot-em-up (or there such a thing!) game of skill and judgement. The idea is to cover a symbol, known as a Positron, by another symbol, which is called a Negatron, to form a single unit, known as a Block.



Across the top of the screen is a row of twenty Positrons. Along the bottom of the screen, above the score line, is a row of twenty Negatrons. The Positrons and Negatrons match each other and together they form a Block.

The computer will select a given Positron and place it at random onto the screen. You must then use your carrier vehicle to select an appropriate Negatron, take it to the Positron and drop it on top, thereby changing it into a Block.

To pick up a Negatron simply place your carrier over your selected Negatron so that it hits the carrying area, and hold down the fire button for a moment. The Negatron will change colour to indicate that it is now under carrier control - release the fire button. To release a Negatron from your carrier, again, hold down the fire button for a moment. If you select a wrong Negatron you may release it on any vacant part of the screen.

You score points for changing Positrons into Blocks. Some Positrons have a much greater value than others so it is wise to be choosy. Some of them have other functions. For example one of them gives an extra life.

Every now and again, a Glazer will traverse the screen at a rapid rate. This is harmless but it does quite us any Positrons in the path. This can be useful because it creates more space for the computer to put Positrons down (some of which could be very valuable).

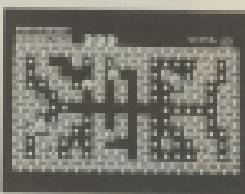
Energy missiles also traverse the screen in patterns - one touch and you lose a life. You can destroy them with energy bolts, gaining points at

MUNCHER

The scientists at Washington are a clever bunch. After genetically engineering an animal to get rid of the current drug problems, you have taken him as a fat yellow beast known as Muncher. Your mission here, is to eat all these Noxious drugs lying around the Washington deposits and eliminate the crits for years to come. However in these deposits resides the ghosts of earlier drug takers, who certainly don't like you hanging around. But do not worry... The scientists devised a plan of sending these devils into these deposits to scatter plasma capsules all over the building... "Hang on a sec, this sounds suspiciously like Pacman, but with a ludicrous and very thinly disguised plot!" You all cry. Well, er, Err... Yes it is suspiciously like Pacman, but Pacman was good wasn't it?

Playing Muncher

To play Muncher, you move your man around the maze gobbling all these nasty drugs, and avoiding these nasty mazies. However, when you eat a plasma pill, you can get

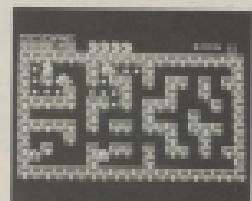


the same time, but beware as some of them travel just below light speed - you may only just about see them.

To fire an energy bolt simply press your fire button and immediately release it. Be careful if you are carrying a Negatron as there is a chance that you may lose it.

The game finishes when either you lose all your lives (you lose) or you cover all the Positrons (you win). The game is fully joystick controlled with the exception of the following keys:

your own back on the "terrible ghosts by gobbling them up too. Unfortunately though, the plasma energy in the pills is only sufficient



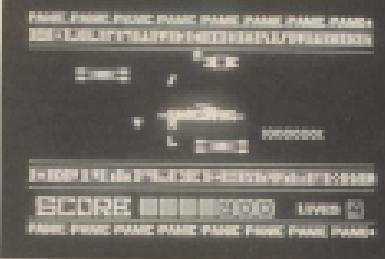
to last up to 5 seconds.

Muncher is played with the joystick in port 2 using the normal movements, but the fire button is NOT used. If you can't find the paddle you can pause the game with any key except the Commodore key, P7 which changes the speed of the game, and Run/Stop which quits the game. To continue, press any key.

In total there are 10 deposits to complete, with a bonus building at the end. At the start you have 5 men at your disposal. Can YOU runch your way to the last level without being caught four times? (By the way, this game has been protected against cheating codes, etc., with cartridges, so don't try to cheat!)

By the way the author of this game, David Bryson, was only 14 when he programmed it. Shows what you can do if you've got the ambition!

- F1 - Pause game.
- F2 - Unique game.
- F3 - Turn off all sound effects.
- F7 - Turn on all sound effects.



READER OFFER

Keep Apocalypse in the Post Room.

To keep Post Apocalypse busy we're offering an assortment of C64 games on cassettes, including Flimbo's Quest (demo), Finders Keepers, Kentilla, Microdot, Rainbow Chaser and Spots plus lots of other games as well. They are all games from previous issues of Y.C., so if you missed them you now have the chance to own these stonkingly good games.

Simply send a cheque or postal order for £5 made payable to Alphavite Publications Ltd., addressed to 20 Potters Lane, Kiln Farm, Milton Keynes MK11

3HF and we will send you four great cassettes. Not

only will you have lots of games to play but it will keep the Maniacal Mailman in the post room for days.

Please send me 2 cassettes of games.

I enclose my cheque/postal order for £5 made payable to ALPHAVITE PUBLICATIONS LTD.

Or debit my Access/Visa Number

Expiry Date

Signature

Name

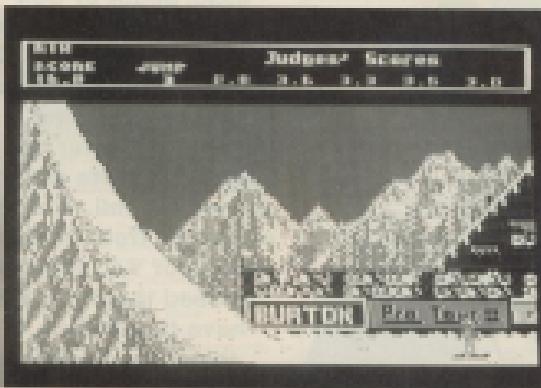
Address

Postcode

Allow 28 days for delivery



Ski or Die



We must be on something illegal look at those powers.



ELECTRONIC
ARTS - £29.99
Tape, £14.99
Disk.

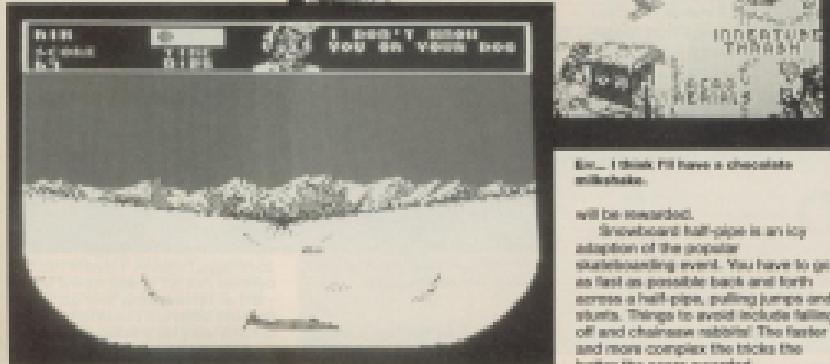
It's a cut throat
world on the slopes, and
Arik, even has problems
getting his skis out!

When Radical Dope, I'm starting to talk like Rik, never mind, because I'm just talking about the timing of this release, I thought that winter wasn't until at least January, but here in the midst of a festive comes *Ski or Die*. Never mind the lack of seasonal appeal, will *Ski or Die* make you long for Santa to sweep skipping gaily across the rooftops on his jet ski?



Unlikely. The game is more likely to make you want to go on holiday to the Caribbean. It's basically another game of multiple events with judges and an overall score. Unlike I always have an open mind about games I've never really been a fan of multisports, firstly because of multiword newsletters and secondly because they're so fun unless you play with your friends. All of the events are, oddly enough, based on skiing or other snowy pastimes.

You start the game inside



Here's going flat out fast, for I didn't think you were a victory person

Banney's ski shop. Here you can sign up for the competition, and choose other various alpine activities or follow mountain schussing. The latter means that the scores that you achieve will not be saved for embarrassing posterity. After leaving the shop you can select the events that you want to compete in. There are five in all and you can play each individually or compete in all of them. The five events are snowball blast, downhill blitz, snowboard half-pipe, interactig trash and snow serfs.

Snowball blitz is a little like



the... I think, I'll have a chocolate milkshake.

will be rewarded.

Snowboard half-pipe is an icy adaptation of the popular snowboarding event. You have to go as fast as possible back and forth across a half-pipe, pulling jumps and turns. Things to avoid include falling off and chihuahua rabbits! The faster and more complex the tricks the better the score awarded.

The interactig trash reminded me of Footy'. It's a race down the hill

Fax

I'm Dreaming . . .

Snow is actually a cold form of water. When water is subjected to temperatures of zero degrees celsius or lower it freezes. Ice is the result on a body of water but droplets may become snow. When snow melts the water miraculously reappears and you have to take up waterskiing.

Operation Wolf. Back-nosed kids are closing in to kick the attacks that Banney had left you in charge of. You have to stop them with sneezes. The closer the kid the less he scores you. You can face north, south, east and west so you have to keep an eye on the radar. Other things appear, like observant snowmen and eskimos, which can be blasted for extra points.

Downhill blitz is a violent version of Ski Sunday. You have to make your way down to the bottom of a very nicely slope as fast as you can. The more stunts you perform from the cliffs the better though. Basically a race against the clock but posers

against either a friend or a guy called Lester. You have to be the first to finish but making the other guys take no fat gives you a distinct advantage. There are traps to watch out for him as these may make you either explode.

The last event is snow serfs. You have to do a ski jump and perform loads of tricks. Staying up in the air for as long as possible is certainly a help too. There are some really weird tricks like the Moobius Big and Ugly. All of the events are fairly playable and good graphically, but playing alone is unlikely to be entertaining for too long. See it before you part with the moolah.

skorebox



overall **65**

TIME MACHINE



VIVID IMAGE -
£19.99 Tape,
£14.99 Disk

Time is relative.
Does that mean
that occasionally it will
come around and give you a
big sloppy kiss and demand
a smoke and a cup of tea?
Ash, discovers . . .

DEAR ME, how I am in the prehistoric ages. Not a lot of nighties - unless Professor Potis' clothes turn you on that is. The whole planet seems to be a very hot place. Still, I thought that I was going to die when the terrors tried to blow me and the time machine sky high. Instead of being killed tho' -
-concupine blasted the 10,000,000 years back in time and now I'm in a lot of bother. Getting back to the present day will be hard enough but I've got to fix the time machine as



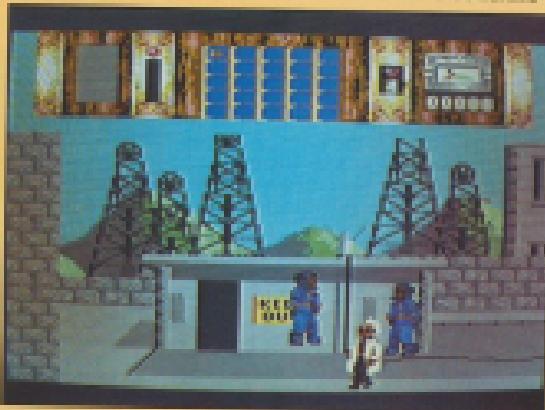
never had it so good
(and Ash was bought home)

Harmefest! Time Machine is a very worthy follow up to that title, and adds a new depth to the traditional idea of armchair adventuring. Professor Potis, the mad scientist, is set to become the world's first time

advantage, because it means that he believes that his inventions will work - and so consequently they do, because belief is a powerful force. Unfortunately his precious time machine has been damaged, as the crystal that powers it has been lost in time, needs your help Potis has to locate the crystal and repair the time machine, thus avoiding the final blast from the lava fields.

The problem is that the presence of the crystal has altered time, thus effectively destroying the future just there, so it would cease to exist and there would be no mag that caters for 64 owners exclusively. Anyhow, Potis is a saboteur and he doesn't want to mess a single issue, so he sets about altering the course of history to save the world.

Initially there is only one time zone. This means that Potis has to alter History significantly enough to create another age and so progress in slow time. Each age is made up of a wrap around screen which is five screens wide. Each screen has its own features and items, all of which have some use or relevance. This use or relevance may not become apparent for millions of years though so don't hold your breath. At the top of this screen is a radar type warning system which spans the five different time zones. This looks like a stack of miniature screens. As you create a new zone its corresponding set of screens appears on the radar. The screens show as either green, orange or red. Green screens are safe, orange shows that there is some danger and red means that a Temporal calamity is about to occur.



well, as it's been damaged by the bombs. Oh well, can't stand talking for the next 10,000,000 years, so much to do, so little time...

Time machine is the latest venture from Vivid Image, the Warwick-based design and programming team who were responsible for the brilliant

travelot. However, he is forced by various just before the machine's first operation, and is blown through time to ten million years B.C.

This would be a problem for most normal humans. However, Professor Potis is by no stretch of the imagination a normal person. He is just a little bit eccentric. This is an



Fax

Market Forces.

Activision are marketing the game, which is good because they've been around since almost as far back as prehistory. And there are no plans to produce a film of the game entitled "Back to the Future 4: Prof Potts axx it to em".

and that the Prof should get to that screen pretty damn quickly!

The puzzles are very basic and straightforward; for example the planet is now not at the start of the game, and Potts has to find a way to send it away. But this doesn't imply that the puzzle is easy to solve, just easy in theory. Being successful in this requires that a new item come out come into play with its own set of problems. The game requires switching between the various time zones that you have created to solve problems. Each screen looks similar to its sister locations in the other three screens, but brilliant graphic work makes that each looks as if years of erosion and evolution have occurred and so gives each zone a feeling of uniqueness. One example of the changes in the setting - this is lethally deep in prehistory, but by the ice age it's much shallower and safer to cross.

In order to complete the game you'll have to guide the Prof back and forth through the time zones, as



It looks as if we've got a jolly bunch of Arsenal supporters here!

different problems often need the resources of two or even more zones to solve. What may be insurmountable in one time zone will more than likely be solvable in the next. The game has been wonderfully designed with loads of great touches like the Pterodactyl eggs that release a handily flying bird when shot with the Prof's home-made laser hands (just useful if the natives get unfriendly, as they drain energy from one of your four lives). Another of Potts' inventions are the teleport boxes.

These can be dropped on any screen in any zone and can be immediately returned to at a keypress. You only have four of these at your disposal though.

Graphically superb, technically brilliant - and thankfully the game only takes one load, which means no nightmarish multi-loading system for each time you want to travel between zones. I cannot recommend this game highly enough. Most definitely the thinking man's arcade game with lots of nice twists and details. If you have any time at all for exploring and puzzle solving with a twist at the bottom to boot then get it yesterday!



I wonder why they don't want me to go in there! Prof Tax prison probably!

skorebox

1	9	10
8	7	10

overall **94**

c
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p
o

THE GREAT PYTHON COMPETITION

WIN:

5

1ST PRIZES

A SET OF FOUR MONTY PYTHON'S FLYING CIRCUS VIDEOS!

A COPY OF MONTY PYTHON - THE GAME ON CASSETTE OR DISK!

20

2ND PRIZES

A COPY OF THE GAME ON CASSETTE OR DISK!

ALL CARE OF
VIRGIN MASTERTRONIC!!!

SIT AROUND
YOUR TV
GOING
FLAH, FLAH
WIBBLE!!!

SIT AROUND
YOUR
COMPUTER
GOING
FLAH, FLAH
WIBBLE!!!

AT MONTY GIVEAWAY

**WHAT YOU MUST DO TO
WIN SUCH FABBY PRIZES:
NAME THE YC TIN OF SPAM!!!**

YOUR NAMES FOR THE OFFICE PET MUST BE SCRIBBLED ON THE BACK OF A POSTCARD, OR DEAD HALIBUT AND SENT TO FISHY FISHY COMPO, YC, ALPHAVITE PUBLICATIONS LIMITED, 20 POTTERS LANE, KILN FARM, MILTON KEYNES, MK11 3HF.

CLOSING DATE: 16TH OCTOBER!!

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C
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BLOOD



PSYGNOSIS
\$39.95(Cass)
14.99(Disk)

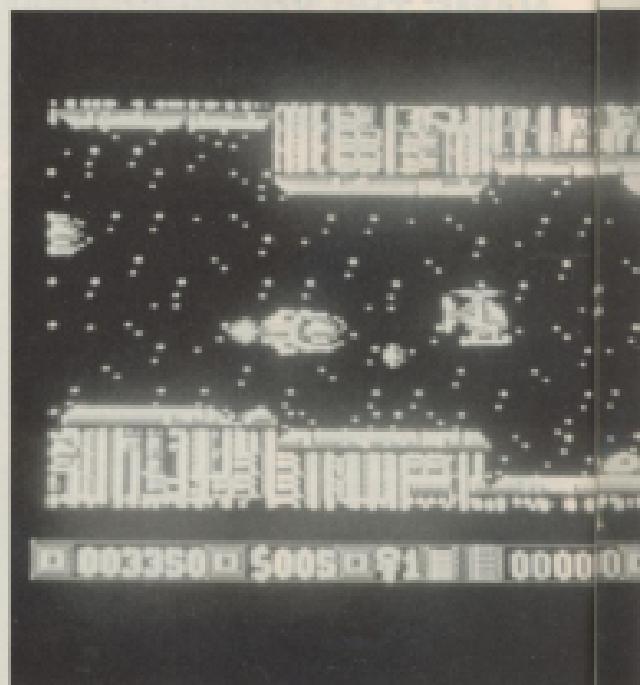
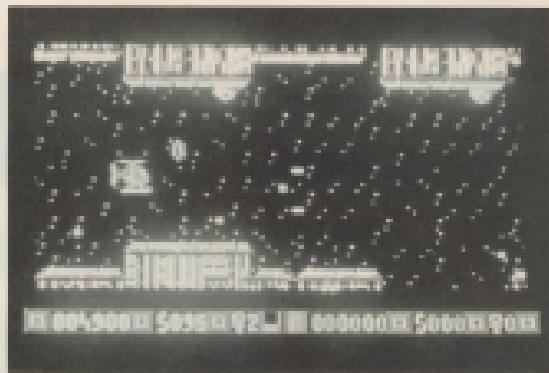
Cash,
spendibilities,
debt, wages,
lost, Mag, call it what you
like, Ash, kills for it (well
killes you a bit anyway).

Many a Psygnosis game features great gameplay suddenly woven into a long poetic plot with heavy strategic overtones and atmospheric artwork. Blood Money is a horizontal scrolling, hard "n' heavy shoot em to little pieces type of game that makes no apologies for itself. You are a space pilot out to earn Blood Money by shooting lots of snakes with your guns. By collecting the odd one your Ruspene becomes more and more awesome and your blood lust becomes all consuming.

It's not every day that a software house is so honest about their product. Many of them try to hide the mindlessness of their stock em ups by wrapping them in loads of graphics and story. Psygnosis obviously believe that honesty is the best policy and have gone to the other extreme. The story (rather thin, as you might imagine) is that you are interested in going on a space safari. There are four huge planets to visit. Each one costs a number of your credits. The higher levels cost more to reach so you'll have to earn enough from the lower levels in order to progress.

The game can be played by one or two players simultaneously. The game is of course teamwork but the chances are that you'll end up fighting over the power ups and cash. The power ups include rockets that shoot up or down the screen, neutron bombs for improved explosive power, a rear missile and long range missile targeted. Also available are speed ups and extra lives. These can all be bought from the various in level shops that accept the currency you've been earning.

As you fight your way through the levels you'll notice the wide variety of alien death-dealing craft. From magic mushrooms to weird crabs and other mutants, the common



One, I could do this instead. Oh that's right. Then, we've time for dinner.

MONEY

Fax

Big Juicy Needles

Blood donors give a pint of their blood every six months to save people's lives. However there is no Bounty to be earned by shooting them and you could get a criminal record so it's not to be recommended.

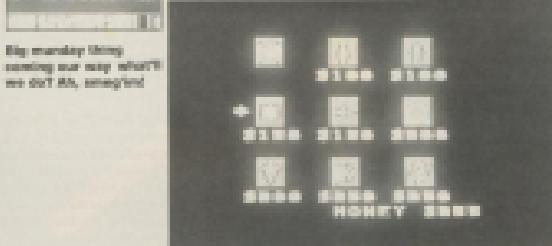
factor is a marked and psychopathic hatred of tourists. Each planet has a different atmosphere, so you may have to play a hub on one level and fly on a jetpack in the next.

As you usual, there is a superbly

well end of level being to be disposed off. These are very big and powerful and you'll need all of your wits and reactions to get the better of them.



My evening litig
nothing can stop what's
not that this, amongst

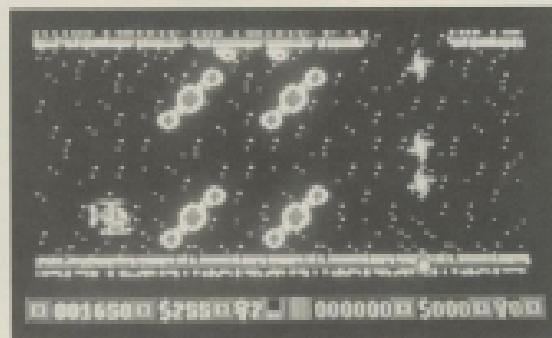


skorebox

8	7	8	9
8	7	8	7

overall **79**

There is a great soundtrack behind the action which will get you in the mood for death dealing. Graphically the game is very bright and basic, with nice characters, but just a little too chunky for my liking. Superb if played by two players, good fun on your own and a good buy for shooting fans.



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VC

Published monthly - **SUBSCRIPTION PRICE £23.40***

Having firmly established itself as the top-64-bit 28 publication, VC is every 64 gamers' dream. It is crammed pack full of incredible competitions, wonderful features, free posters, exclusive reviews, weekly articles and quizzes, and more in **EVERY** issue. As if this wasn't enough, on the front of each and every magazine is a free cassette full of games, games and more games making the VC the best magazine for Commodore users around!

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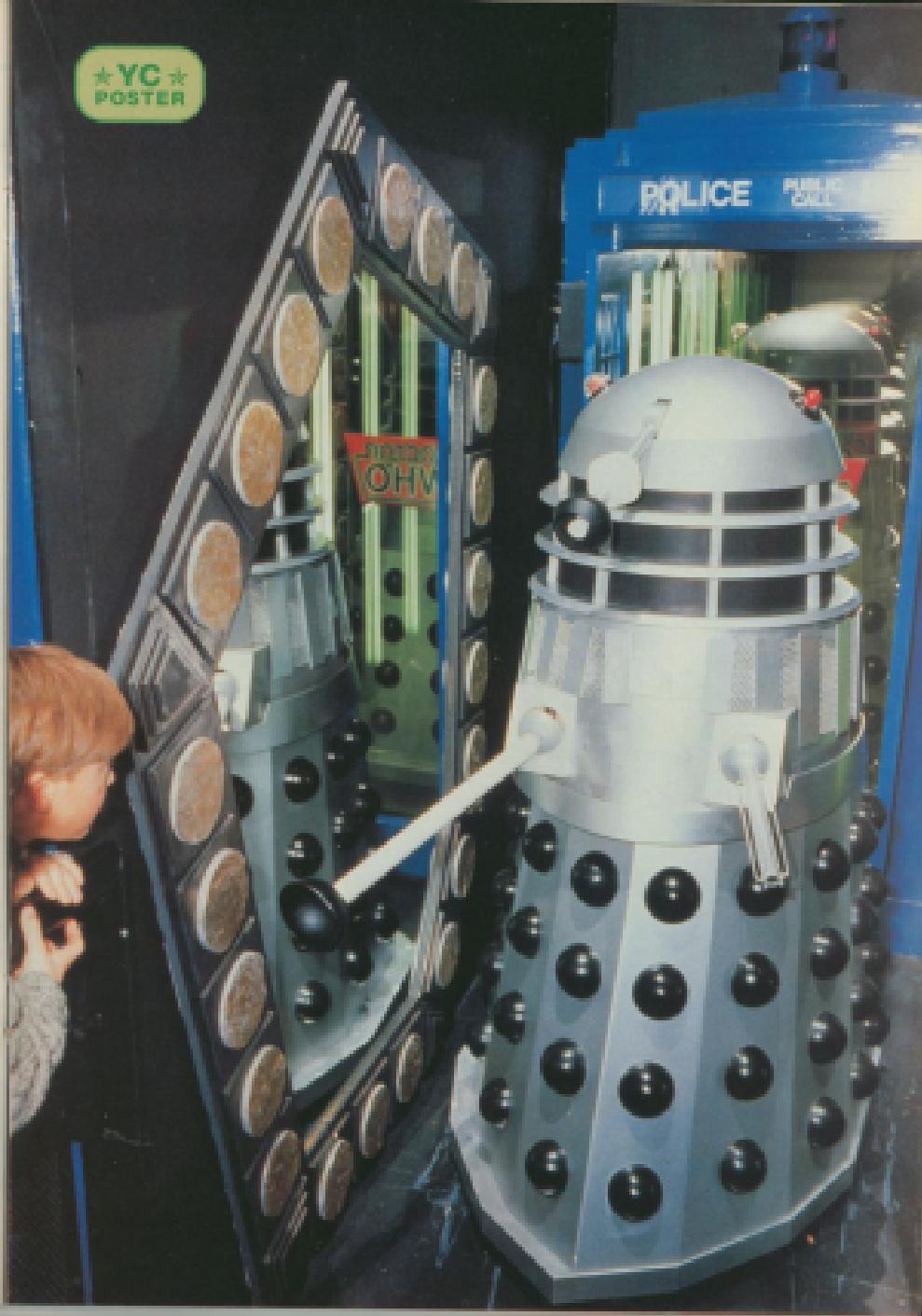
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★ YC ★
POSTER







★ YC
POSTER



ROBOCOP 2

(18)

POST APOCALYPSE

Hi Posty here again. We've received a lot of very strange and weird letters recently, and if anyone else asks who I really am, I'll come around their house and show my "imaginary" photon blaster up their... (The ravings of Posty have to be interrupted here in order to save many people embarrassment. We hope it hasn't affected your enjoyment of the magazine - Ed) ...For everybody else's sake here's the address to send your letters: Post Apocalypse, YC, Alphavite Publishing Ltd., 20 Kiln Farm, Potters Lane, Milton Keynes MK11 3HF.

HOME AND AWAY

I've just grabbed yer latest copy of YC to hit the Aussie newsgroups (the June issue) and it's mega-cool! I stuck the tape into my datasette and loaded the demo. Excellent!! I can't wait to buy the game! Only need time make it a playable demo.

Right, bung the other side in! I loves the logic game! Only when I go to enter my name it goes back to the title screen when I guess fine for my first letter, then I can't start another game. Am I doing anything wrong?

Looking through the magazine I can say that it is good, except that it should have lots more colour (especially the review screenshots). I buy two other mags, Zap and C-W0, and they always have colour reviews, so how about gettin' the can of paint out and colour the reviews (and other stuff)? Also why don't you do arcade reviews?

When you do posters, how about sticking ads on the other side instead of reviews, etc. as I don't pull the paper out because of this, I think it ruins the mag?

LETTA OF THE MUNF!!

MORBID OR WHAT?

Sorry to hear that you're dead old chums. I suppose one CDi mag had to go, it's a bit of a shame though that it wasn't the other one. Oh well, I hope that Rik, Ash and the rest of the crew get back on their feet and that we see them on another mag pretty soon.

Harold Burlow, Blackpool

PA: Hah! There you go, just when you thought that we'd snuffed it, here we are with an even better magazine. The only prob is that we've gotta flog the headstone, any reasonable offers considered.

Also would you be able to distribute Sister mag Commodore Disk User in Australia? I would be grateful and I think I am missing out on some great stuff.

Right, that's my lot for yer column. Now I'm off to read me Teenage Mutant Ninja Turtles comics again.

Cowabunga!!
Adam Mack, South Australia

PA: Next time you should see our first PLATABLE demo In the way of Time Machine, and if you don't you can be assured that Rik will be

strung up by his... Ahem!

As for the Logic prob who'dya think I am, Paul Evans or something? I'll get an answer for this and I'll send it to ya. And colour! Why don't ya get your own crayons and colour it in yourself? It's far more fun!

Neon Zone (the arcade column) will be back soon! The back of the posters are now other posters, so you get to choose which side to have on the wall, and as for ya last prob, what'dya think the subscription forms are for?

DISAGREEMENT

I've just seen the latest YC under your new direction and although I think that it's rad, cool and really brill, I disagree with the review of Galaxy Force (by Godzilla?).

He says that the graphics are too blocky and jerky, but so was the arcade machine, and I feel that this is a very good copy. The gameplay is far more involved than Godzilla says and here are the scores that I would have given it:

Graphics 8
Sonics ?
Fix Factor 8
Half-Life 8
Overall 79

Still not quite a YC Fun One, but a pretty decent game just the same.

Robert Young, Swansea

PA: Get outta here! I asked Rik what it was like, he showed me and I was ill for a week.



MESSAGE ID: 1

NAME: UNKNOWN



LEVEL: CHOICE 00
TIME: 1077
SCORE: 0000

Joke of the munf!!!

How do you shoot a purple elephant?
With a purple elephant gun!

How do you shoot a pink elephant?
Squeeze its nose until it goes purple and then shoot it with a purple elephant gun!

Submitted by Beverly Gardner (Surely somebody can do better than this!)

TONE LOC (LETTER OF COMMENT)

So you've moved then! The mag looks different anyway, I think I like it but I'll hate it for a few issues before I'm totally satisfied. A few questions:

- 1) Where has Neon Zone disappeared to?
- 2) Why is there a poster of Back to the Future II?
- 3) Why is Kenny Delgish Soccer Match so bad?
- 4) What is your real identity, come on tell us all?
- 5) What the hell is Flamehead all about?
- 6) Who writes the Purple Puzzle Page?

I think that's about it. I'll catch ya later dude, probably!
Adam Shell, Hackney

PA: What sort of a name is Shell? Ah well, here's a few answers for ya:

- 1) See previous page.
- 2) Why not, it looks good!
- 3) Why do birds suddenly appear?
- 4) Death is quick for some, but not if you go on, unbeliever!
- 5) Ask Flamehead I suppose.
- 6) The Great Purple Fishlord of Gear, obviously.

NEXT MONTH

U.N. SQUADRON

EXCLUSIVE REVIEW!!!

**PLUS: EXCLUSIVE INTERVIEW WITH
THE HOTTEST NEW BAND SINCE
BUCKS FIZZ**

EMF

**Also: Time Machine - First level demo on the tape
(we'll get it right in the end)!!!**

And: Flamehead, Post Apocalypse, Scum of the Earth, Even more Posters, and better games than other mags we'd care to mention!!!

(Out 24 August - Better on the eyes than a trip to the opticians, and cheaper too!)

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O d D b O ds *

So what else do ya do when you've got all your money? Here's a few suggestions that might tickle your whatstaid.

COMICS

TEENAGE MUTANT NINJA TURTLES - THE MOVIE

Archie
Adventure
Series
\$4.95

Downsizing!
Now that the turtles have been transformed from comic book heroes to big screen legends, the big screen legends have been transformed into comic book heroes. This is the official adaptation of the movie of the heroes in a half shell, and as a treat to the cinematic version it's got.

This is mainly because the adaptation is written by co-turtle creators Kevin Eastman and Peter Laird, and is squarely aimed by them too. There is plenty of action and a plot that even Beatty would be proud of, if this is anything to go by, the film is gonna be a real shockingly good one, and you should all chomp into the flicks as soon as it's out, but first buy the comic books and eat pizza and stuff.

Rh Henderson



GREEN-GREY SPONGE-SUIT TURTLES

Mirage Studios
\$3.30

After you've read the official adaptation of the turtle movie you can read the official parody, but don't expect anything on the same par as *Mad*.

soops as this is more in the line of 'Carny-O-Ry'.

The plot of the original has been very seriously used as a base for the plot of this one and it could be seen as much a parody of *Madman* and related logic as the turtles themselves. All the characters are there in some form or another, although their names have been radically altered to suit small criminal abilities, although you must be warned that the ninjutsu weapons are based on American items that were either sold over here during the seventies, or have never reached those shores.

Lacrimoso has become Melancholy, Melanchangio is Visigo, Donatello is Thyrsus, and Raphael becomes Phoebe (Sphynx, incidentally, is renamed Match-Eye and looks very similar to a fury Mickey Mouse). And the humour throughout is very American.

contaminated.
This is not.

too hot, and it would
be best to take the toxicity out of
the mix yourself! I'd rather read this
expensive parody.

Rh Henderson



ROBOCOP 2 - THE MOVIE

Marvel
\$4.95

Ooo, what a chunky book. And this Judge Dredd-like character finally gets a Judge Dredd script writer, and boy do the similarities notice.

Alan Grant takes the writing chores on this official adaptation, and it needed someone with immense experience to make a comic out of an extremely violent, gory movie (see review elsewhere in this column). Alan has changed the plot quite radically in order to comply with the Comic Book Code, and possibly made it a darn sight more enjoyable. It even flows in a different order (i.e. the meeting with Alex Murphy's wife is near the end of the comic, and at the beginning of the film) and makes a little more sense.

RoboCop is put up against a new designer drug called Nutra, a new RoboCop, surprisingly called RoboCop 2, and just about 1000 new directives such as "Don't interrogate the

DICK TRACY VS THE UNDERWORLD

Fleethway
£1.50

Another hit film based on a comic character (and not the last by no means) was Dick Tracy and in true漫畫迷魂影 form there is a revitalisation in Dick Tracy comics. Fleethway has got the right idea though, and has released two new Dick Tracy stories that deal with the events that lead up to the movie, i.e. the origin of Deadbeats, Mahoney, the background of Al Capone, and the death of his father.

And instead of copying the style of Chester Gould (the creator of Dick) Kyle Baker has made his Dick Tracy look not unlike William Booth. His artwork is fast, and very atmospheric; other samples of Kyle's work can be seen in the DC graphic novels Justice Inc.). The stories are by John Moore and they are very accurate, and great fun.

If you want a taste of Dick Tracy that is up-to-date and is accurate to the Dick portrayed by Melody (say this book and the other two (including the film adaptation) they're absolute mega.

Rik Henderson

Perhaps it could've been better drawn, but as it is it looks like a stock Marvel comic.

Rik Henderson

GIVE ME LIBERTY

#1

Dark Horse Comics
\$4.95

Frank Miller (Dark Knight Returns, Berserk Assassin) and Dave Gibbons (Watchmen, Ravan Thirteen) are both unlikely fresh from immense success over separate comic ventures, and



although it would be hard to judge on just one issue it looks as though Dave has performed his best ever and Frank his worst.

There is no doubt that Give Me Liberty is superbly written, but the plot very definitely smacks of the early Third World War stories in *Obelix*. This may alter in future episodes but at the moment time we have to sit and bear it in order to appear bushwhacked.

Dave Gibbons' artwork is very good indeed far better than his work on Watchmen, and Robin Smith's colouring is similar to a typical Jim Balent comic.

Although Liberty deals with politics, it manages to do it in a way that educates more than it lectures. If you want something that is a better version of what has gone before, this is your kind of thing. If not, wait until the second issue, and see if it changes radically enough.

Rik Henderson



bathroom".
There is almost as much action as in this movie and the comic is a good laugh.

d
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s

FILM



ROBOCOP 2 '88'

People said that *RoboCop* (the original picture) was overly violent, I disagreed. *RoboCop* has considered the latest in the state of a movie's exports, and I would say that it's far more gory.

This is not normally a reason for me to dislike a film,

but when right-on every minute is full of blood-spilling action then the plot and the feel of the film both become secondary. Most of the humour contained within the original seems to have been beaten down



and is scarcely represented in the sequel.

All is not clean and gleam however, the effects are incredibly good though, and the fight sequences are very well choreographed. There are lots of topless events and the dialogue seems to have been thought about a little more. Perhaps the major problem with the movie is the



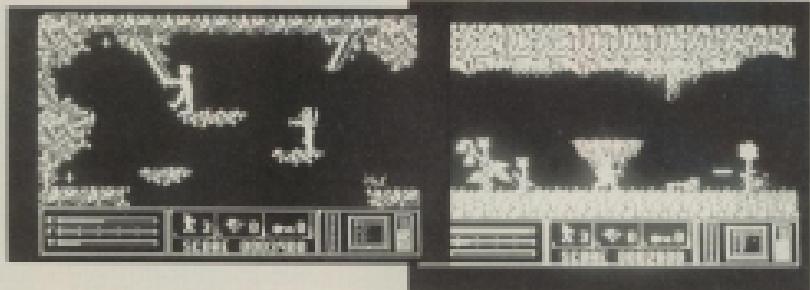
direction. Paul McGuigan (the director of the first) preferred to stick to Total Recall, and instead Irvin Kershner (who has also directed *The Empire Strikes Back* and *Homer Say Never Again*, two films that rely a lot on their action sequences) takes the helm, and unsuccessfully in my opinion.

This will be a killer on video and has already made big bucks in the US, so it really didn't matter what I say, but under 1 £ it isn't really missing much.

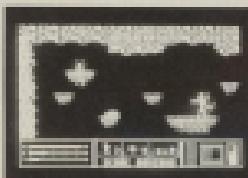
Pik Henderson



BARGAIN BUCKET



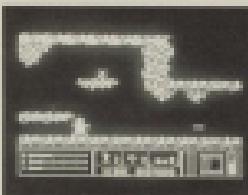
POSEIDON PLANET ELEVEN



Hi-Tec Software
£2.99

With the uncanny poor plot backgrounds for most budget games you'd think that the greenhouse effect was down to a select few software houses that have decided to break down the screen layer in order to create a stonyboard like software house effect more like. Whether this is true or not, in time honoured tradition the planet Earth has died due to the greenhouse effect, according to the cover of Poseidon Planet Eleven, and the human race has uprooted and shifted to the said planet.

Unfortunately this is not a nice place to live, but there is an even more forbidding place, just below the planet's surface. And also



unfortunately for you, you have to go there, because the planet is overheating and there are eight crystals down there that will cool it down if taken to the core.

In this arcade adventure you plod around searching for the crystals whilst all sorts of bugs and beetles try to gnaw away at your parts. It is vitally important to map that area but only if you can stay awake for long enough.

The animation of the main character is very poor indeed and the graphics in general leave a lot to be desired. Not even budget quality I'm afraid.

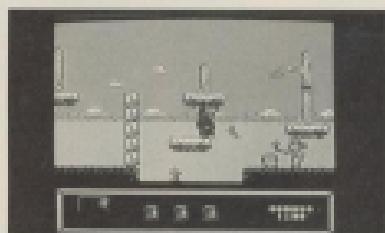
RH

SCORE
51

YOGI'S GREAT ESCAPE

Hi-Tec Software
£2.99

Yes, it's... Yogi Bear! Remember folks that endearing yet mischievous bear who along with his trusty friend Woodie visited many an innocent campsite off their jamaican beach? Well he's back to his capers in this low-pitched "Wonderboy" clone based on the popular Hanna-Barbera cartoon series not the



infamous and irritating Steve McQueen Boxing Day classic.

MIKE READ'S POP QUIZ

£3.99

Remember when Saturday evenings were fun? Before Bob's Opportunities had thought about knocking and before Take Over that thought up 1 point prizes to make you sit up, well that's when I remember good old pop quiz telly with 80s heroes such as Simon Le Bon, Ringo, Beno and Roland Orzabal. If you're a pop trivia junkie from the 80s backwood and as boring as Mike Read then this is the game for you!



First you choose your team from stars who each specialize in their own subjects from Pop, Rock, Rock & Roll, Country and Western, Classical and Psychedelic. Then it's battle it out time through six rounds of questions on the above-named subjects. The 'Jukebox' round (first and last) ask you to pick a number to reveal the subject. Spot the Star will give you three clues on self-

known pop artists, the quicker you get if the more points (no, not spelt) you get. Your Score is the home or away round, followed by Name the Year and a Quick Fire Round. Personally I used to love the guess the lyrics round which is unfortunately missed out.

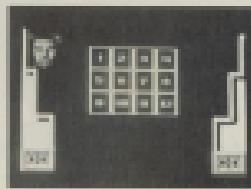
There are over 1,000 questions all asked by Mike Read in a fast-talking speech bubble which gives

you neither a headache after a while. Of course, answer a question incorrectly and it's over to the other team.

I suppose it's one of those fun for all the family type of games, what'll probably know more than you if they are over the age of 30. Don't let that stop you though as it contains up to the minute trivia about Jason, Kylie, Adele and the like - it's more for the Curious of this world (ask your older sister).

(B6)

SCORE
68



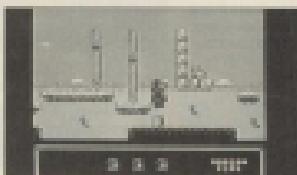
The last thing Yogi wants is to be behind bars in a zoo especially if there's a "Don't Feed the Animals Policy", so you must help him to escape out of Antelope Park before it closes,

wants special bonuses, there are 8 pieces of Yogi's cat bags of money or cowboy hats to collect.

The game is not easy but there's what gives it that just one more go quality. It's fun to play though and definitely "smarter than the average budget game".

(B6)

SCORE
85



progressing through six jam-packed and mega fun levels, avoiding obstacles such as Indians, snakes, ghosts, spiders and falling coconuts, amazingly. You have to be quick though as Ranger Smith and the tracker dog will be sure to capture you and take you to the循環 zoo. Along the way are special bonus items to collect such as picnic baskets, hamburgers and toffee apples. For the smarter games player who

SPACE RIDER JET PACK CO.

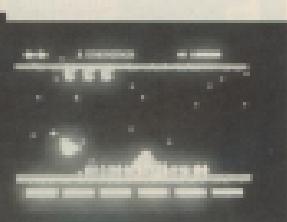
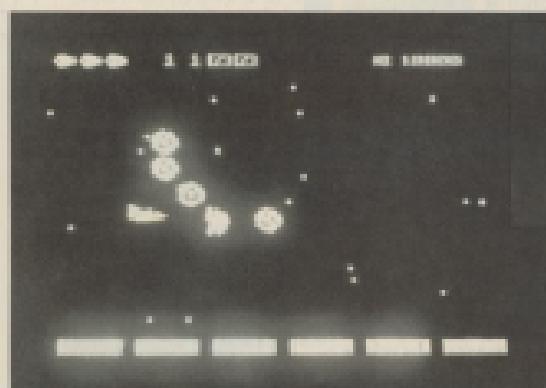
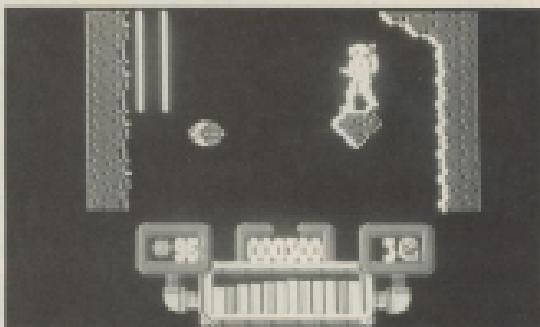
Hi-Tec Software
\$2.99

Ever wondered what it would be like to float around space equipped with the latest in space suit technology but on a different planet? Space Rider Jet Pack Co. promises you this unique opportunity, but personally I believe 10 hours of the Stone Roses equipped with the latest in CD Walkman would take you further into oblivion!

As a test pilot for the "Space Rider" Jet pack Company you are sent to the 23rd planet (you don't figure out the 23rd themselves) to test the latest S.P.L. Miss Jet Pack (ounding more like electronic toothpaste dispenser than a

space suit). Whilst there you also have to collect important and valuable minerals for use in the G.I. research lab. Sounds a "sheet" eh? You've guessed though there are hazards, well a few. Gravity is a bit weird on Planet 23 and can send you floating

off in odd directions. You must also watch out for and blast the alien forms who guard the base structures with their deadly fire cannons the planet is their property (as far as I'm concerned, they can keep it) then there's little things



SCORE
87

Hill Squad
\$2.99

Remember P.T. Type? Of course you do. You'd have to be a few peacock shorts of a packet not to. But do you remember Nemesis, the game that it was essentially based on? Well, you're likely to do that as well, but if not do not despair, we'll nail him.

Nemesis was right on the first leg come up against its likes that offered varied weaponry for your ship if you collected coins. It was a horizontal shooter and it was a pig to beat.

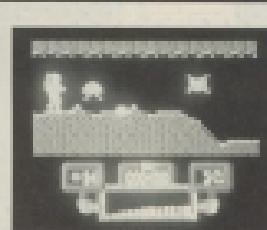
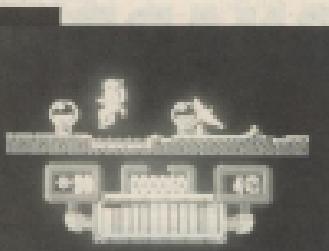
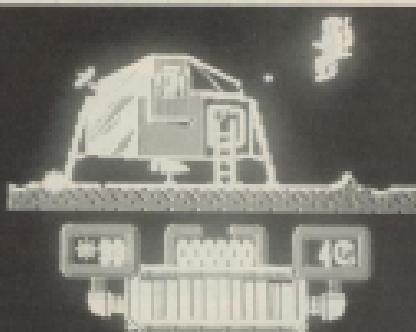
(unlike P.T. Type, which was relatively easy in comparison). Konami originally converted it, and due to the poor advertising campaign and the distinct lack of magazine support it soon pooh'd out of the charts without so much as a by your leave.

This was a shame and thanks to The Hill Squad we get another chance to sample its great graphics and gameplay. It's perhaps a little simple compared to the monstrosities being spew onto the market today but it's worth two copies of many of them.

EH



NEMESIS

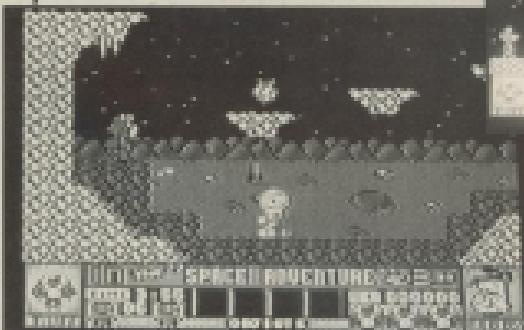


that put you off like moving escalators and electrifying barriers. That's about it really, which is a shame as the music is really "chilling" as well as tiring and spooky. The actual cave structures are nicely textured and the alien Norms are far from scary or original.

I'm afraid this game lacks the depth of gameplay to take you to different heights!

SCORE
35

Ruff and Reddy in the Space Adventure



Hi-Tec Software
EC.99

Another of Hi-Tec's excursions into darkroom heaven sees one of the more obscure Hanna-Barbera teams answer in an arcade adventure kind of thing. Although the only one of the pair that you really ever see is Ruff (the small orange puppy dog who must leap and bound around a planet rescuing small blue aliens), or does his friend Reddy will look the weird part of a laser pistol.

There are many obstacles in his



that you can collect.

The controls are much the same as those used in any games of this type, but the graphics are the cream in this jolly big pudding. They portray a very cartoonish feel and are immensely colourful. This is not really a game for a young child, due to its level of difficulty, more a games player with the same mentality. I liked it.

EH



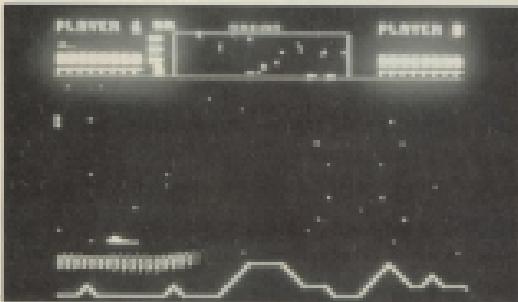
way through, mainly involving other aliens and parts of the planetescapes. And also scattered around are bonus points in the way of objects

SCORE
82

GUARDIAN II

Hi-Tec Software
£29.99

Guardian was a version of defender that was quite easily the



definitive poser on the good old console 64, and although we've had to wait for some years, *Guardian II* promises to be even better. But can this be so?

Yep, sure can paradox! This noobs' "sooper" damn good shooter/detector game is as close to the real thing that I can almost imagine a bunch of long-haired, trouser-flared maniacs all crowded around

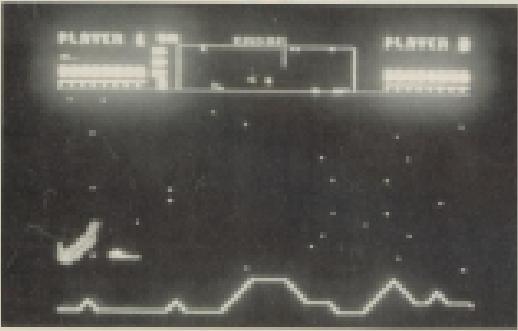
it shouting "Yeh I blasted that sucker, man!"

The one thing that even improves upon its ancient coin-op counterpart is that you needn't

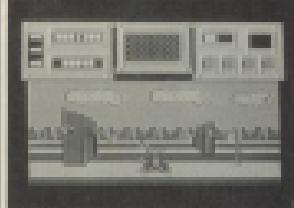
have a third hand implanted so that you can reach all of the keys at once. Hooray the joystick revolution changed all that, and at a budget price *Guardian II* is a good reason for the youth of today to go "nah, nah nah, nah nah!" at the youth of yesterday.

RH

SKORE
89



FUTURE BIKES



Hi-Tec Software
£29.99

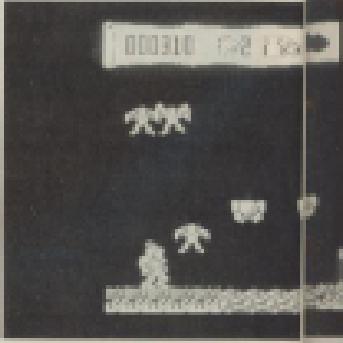
This is the ultimate for speed freaks, it must be cause it says so on the packaging. Someone I think speed freaks would be more interested in getting down and then arrested at a warehouse party, but there you go. And not only is this statement probably illegal for suggesting that it would satisfy the appetite of a junkie, but the game would hardly even interest a small lover.

Future Bike Simulator seems to

Cartoon Times
£2.99

Now this is a game that I can associate with, a hero that falls over obstacles, has a problem walking over obstacles in his bedroom, and has a tough time when participating in sport. But where's this? Aargh, I've been coined he's no pathetic mortal, he's a flipping cheezy berkface that has never put salt in his coffee or his tea!

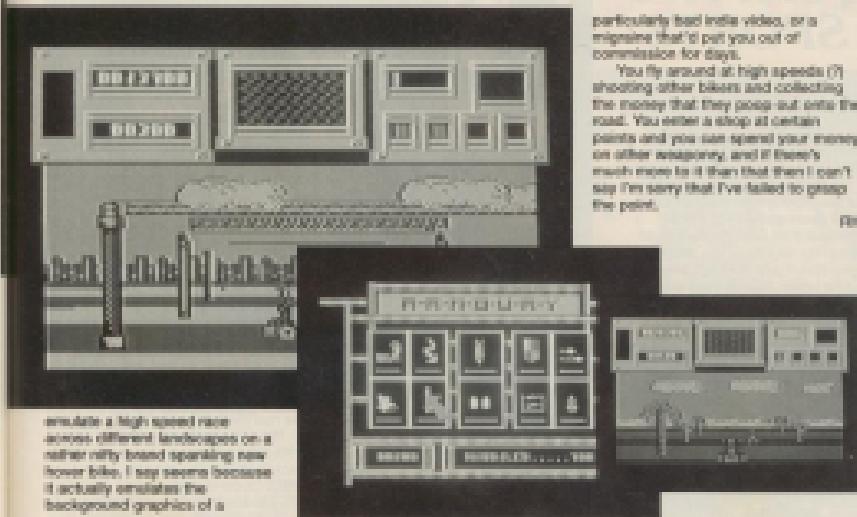
In fact on closer inspection this



E BIKE SIMULATOR

SCORE

45

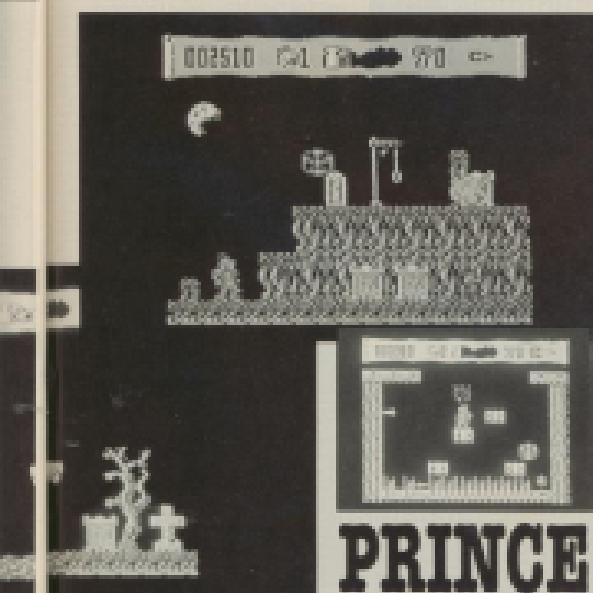


simulate a high speed race through different landscapes on a rather nifty board spanning new power bike. I say nifty because it actually simulates the background graphics of a

particularly bad indie video, or a migraine that'll put you out of commission for days.

You fly around at high speeds (?) shooting other bikers, and collecting the money that they pass out onto the road. You enter a shop at certain points and you can spend your money on other weapons, and if there's enough money to it there that then I can't say I'm sorry that I've failed to grasp the point.

RH



game looks a tad similar, is that a Ghouls and Ghosts type of character? Well, yes but Prince Clumsy is actually better than the official version, and offers slightly more in the fact that it is an arcade adventure. You have to bound around a rectangular background and find keys in order to open a portcullis at the end of each level and you must find the fair princess on the last screen.

The most impressive thing about this is not the gameplay, although it's just about as addictive as most, but the graphics are really the quality of many full-price games. The only thing I don't get, this is supposed to be a game intended for kids. I'll say that it's too hard for younger children, but is a game that should be recognized for its quality by everybody else.

RH

SCORE

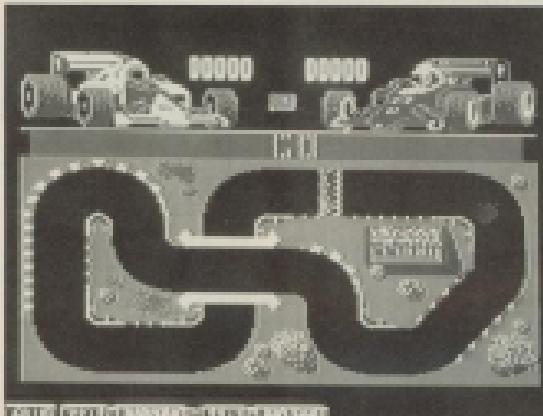
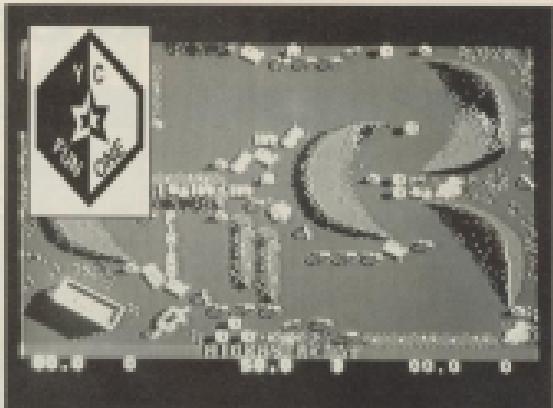
94

PRINCE CLUMSY

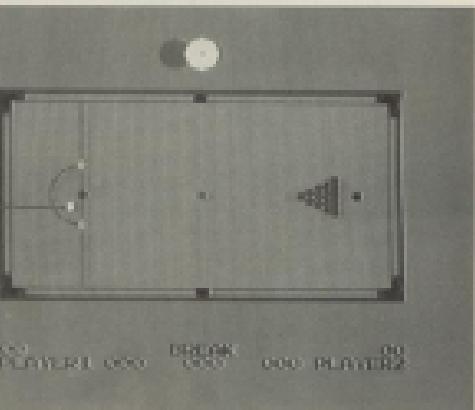
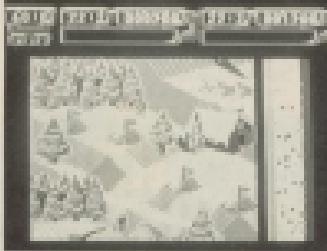
4 QUATTRO SPORTS

Codemasters
£24.99

Makes sense doesn't it? Four of Codemaster's best sports simulators are revitalised on this excellent budget compilation, and the most impressive thing is that any of these games would still impress if they were on their own. Grand Prix Simulator is a little like Super Sprint, and for my money this was far better than its very own sequel, and was one of the highlights of the Codemasters range.



**SCORE
98**



Perpetual Simulator won countless awards and rightfully so. The controls take a while to get the hang of but once you do you realise this is fast like a Super Sprint in 3D and on snow. The graphics are pretty neat too.

Polo Simulator is possibly the weakest of the bunch, and you can only play it with two players.

That said, it's better than Steve Davis' Snooker and has a very nifty option in the fact that you see your cue, and you must hit the ball much like real life.

But the greatest, and undoubtedly the best, game on this pack is BMX Simulator, the one which Codemasters grins. Programmed by Richard Darling himself, everything is right about it for a budget price.

A brilliant 'bargain' pack, and you'll not get better value for money apart from buying a copy of Y2 for £1.99 and putting 144 games on every cassette.

RH

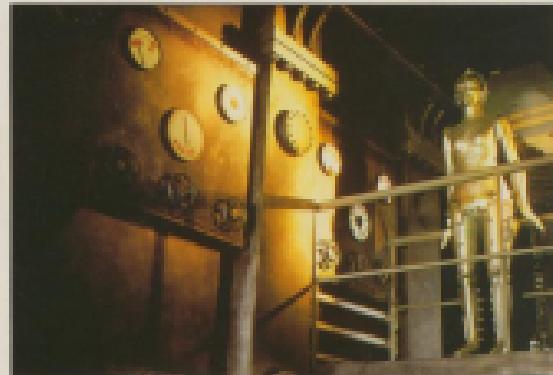
MOMI - HOW I LOVE YA!

feature

The South Bank, home of the raddest of skateboarders, and a place to chill. In the 90-degree heat that we've had this summer Brix Henderson and his erstwhile photographer Jeffrey "Born to Lip" Derry, tracked down to the Museum of The Moving Image and checked out (the deepest) tourist attraction around.

When the weather is hot, hot, HOT and you're wearing your most unflattering jeans that you possess (all the rest are in the washing machine), along with your biggest of shorts, the last thing you want is to hang around a packed Waterloo Station waiting for a rather late companion. But when he arrived with shades on and dancing wildly in the escalator with a large, metal photography case flapping around, grabbing the other passengers, then laughter just about quells any tension set before hand. After this any museum would seem like a picnic in comparison.

But No. The Museum of The Moving Image is no barn sandwich and a little of ginger beer, nope you



And for a moment we thought that this 'False Mask' from Peter Lang's Metropolis was the real thing!

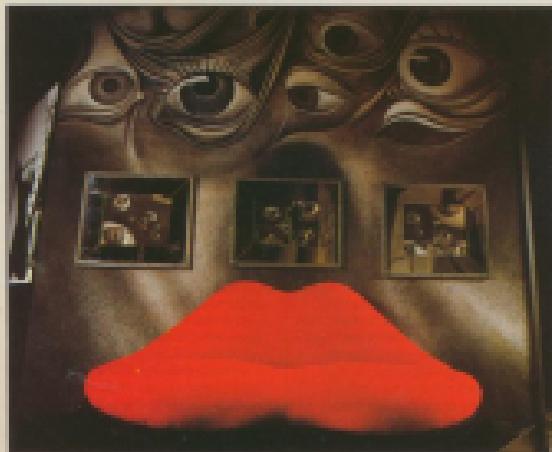
should be prepared before hand to spend long hours of informative fun. We stalked through the door expecting it to be quiet and looking forward to a couple of hours of unhampered browsing, but there were screaming horde of Heightbeams, tass sticking bubble gum in each others hair and tickling doozies at each other and things. That's right in was self-indulging skateboarders' Pre-teacher time? There were about

three groups of these nobble so we had the right atmosphere.

Once we managed to burst our way into the museum we realized that it was arranged in a chronological manner (it was set through different time periods, Jeez!) so we had a look at the really dull talk animation parts, and quickly sped to the "What The Blister Saw" naughty peephole machines. These could be seen a go, so after we'd blown the entire "PC on the road" budget and had one go we plotted around to find other exhibits that you could pose, switch or pose. Unfortunately it was very difficult to make through the first pack in order to do so.

Luckily there is an abundance of such gadgets, so for us cool kids it was tortoise time in South Bank city. And after we'd napped past all the intricate photography sections, and the birth of Hollywood (ie: Hollywood was waiting outside smoking a huge cigar, we came up to the German expressionist period, and access of a film that was suggested for the more mature of visitors (we preferred to be grown up, so we could stick around). Nothing much happened, just a gal standing there with her mouth agape, and a bloke with his mouth open and that was about it for us, so we trucked over to the MOMI Control Room and I watched ten minutes of excellent footy on one of the sponso channels of satellite TV.

Then it was on to the coming of



Mao: What's Love? by Salvador Dalí with Hitchcock's Spellbound (Dalí Paintings) in background.

51



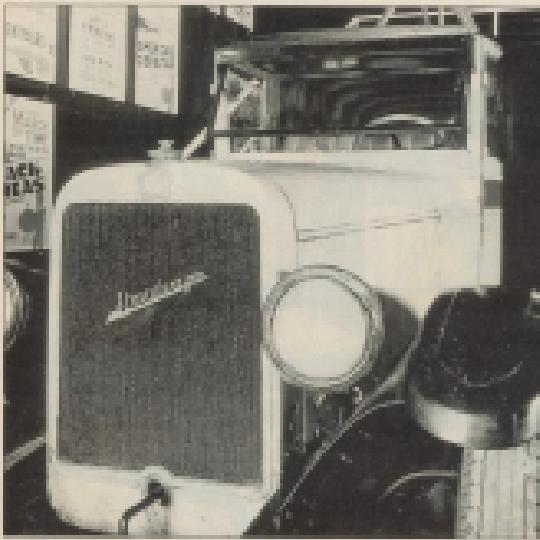
sound, which was portrayed using the ancient Al Jolson singing memory, kind of touching down tootsie think. Thus it was a quick dash through the animation studio, and loads of kids sprawled around, clapping on Zoetrope stages in order to see their work really MOVE. And then, around the corner, came the exhibit that really emphasizes the tool of MCMs.

The Hollywood set, in front of the splendid reconstructed Odessa cinema front (full size, car with), is a place full of things to do, and it is here that we found the first 'We' exhibit, in the shape of an actress perkying, well err, an actress who frantically tried to drum up some interest in the American tourists studying the wild western set. Eventually a bunch of kids, with Zoetrope strips clapped firmly in mind, dashed onto the scene and a camera test was arranged with the public forced to don covering hats, and a great fun time was had by all, even Jeffery, although I will never know how he got his camera in THAT angle.

And from that moment there is less to read and more to do, and actors and actresses come from every angle in order to force an increase in the readers side. They're a bit like the guards outside Buckingham Palace, no matter how much you verbally slam them, they'll not stay from their roles. It is also a lot more recognizable for us that hump I keep around for half a century. And once you have passed through the MCM cinema, where you can watch a whole film if you so much desire, and once seen the projection room, it's TV time where

such stars as Martin the Mole and Captain Scarlet are on show, along with a few of the TVs throughout the ages.

This is where they have an enormous video jukebox, showing pop culture from the 50s to present times. All you do is select a topic and you'll see a few red clips from one of the better movies of the genre. I predictably chose horror and we were there for hours watching clips from films like Friday the Thirteenth. It was amazing to see the torture of numerous horror flicks, such as Friday the Thirteenth 2, 9 and 10.



It was once we had gone down the stairs that we realized that something unexpected was on us. Something so sacred that for a moment I thought we had found the body god, but no, for three before us sat Kyle's Wedding Dress. Aaargh, someone! What a moment for all the Magicians here that stood around it with bland expressions and mouth open as if worshipping a new form of god, the god of mass hysteria.

Fans were further reunited at the Neighbours website where a bunch of girls (who were standing in front of Scary - ~~screaming~~) watched the same five minute clip of a Reunited 1999 episode around three hours. They've been harmonised, anyone? **Harm** and **Scary** is rather bizarre.

We also had a good old chuckle at Alf Garnett's bigotry in the toilet, and it was then that the interview with Barry Humphries was a must for an aspiring megastar like myself. Such classic words were uttered from myself ("what do you use your lavatory for, education or purity entertainment?") says Bauma. "A fish bowl," utters the legend of Eds that all the spectators seemed to claim with immense admiration to the loco. After such brilliance I didn't really want to force myself reciting the news down everybody's throat too. A few minutes of the off the box is enough for me now.

And I spent lots of time displaying my art around the city. The shows were the special challenge, but I did my best to make them look good.

It makes no real-spatial referencing model because a kind of location maps shifting time all around around. An area

So the day came to a close and only because we skipped huge sections, if we'd have stopped and have done absolutely everything, we'd still be in there now. There is a must to see that this is one of the most entertaining festivals I have ever been to. Forget cruddy old marathons and tortoiseshell sets of them.

yellow pages, convince your teacher to take the class to MDM. And if you don't go to school (or you're hanging off or something) get it passed to take you, you'll learn so much about the data in the center of your room, or the history behind the traditional puzzle. By the way it is not somewhere to go shopping with your girlfriends, or else you might be mistaken for an exhibit yourself.

Löttemann

MoMA is at The South Bank Centre, Waterloo, London SE1 8XT, and is situated between the Royal Festival Hall and the National Theatre.

OPENING TIMES

Rue - Sat. 18:00 am - 8:00 pm
 Sun and Bank Hols. 10:00 am - 8:00
 pm (Mon - Sept)
 Sun and Bank Hols. 10:00 am - 6:00
 pm (Oct - May)
 Closed Mon (and 24th-25th
 December)

ADMISSION PRICE

**£11.80 adult
£11.80 child, student, GPs, U3As,
(Doctors and The Arts?), Registered
Disabled
£11.80 Family ticket up to two adults
and four children**

MOMI COMPO

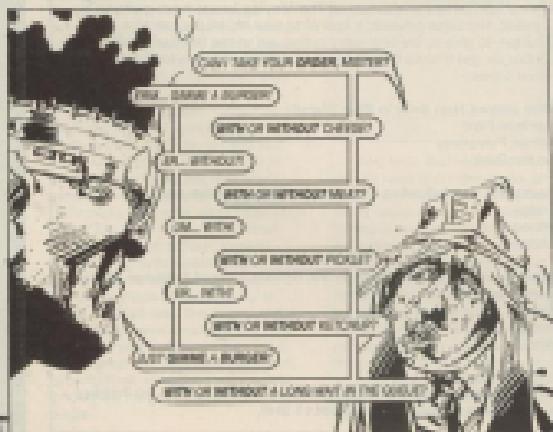
Those kind folks at the Museum of The Moving Image have given us a family ticket, two large posters, a spanking new MCM programme and a shiny badge, to give to the first entry pulled out of the film can on the 30th September (ie, get it to us before hand) to get the answers to the three questions below:

- 1) Who played Sam Kelly in Star Wars?
a. Harrison Ford
b. Adrian Humphrey
c. Ed the Duck

- E3** Complete the following sentence, Mary, Marge and _____
a. Frogs
b. Mooney
c. Moton

- 2) What does Heros substitute in the British Title of teenage Mutant Ninja Turtles?
a. Friend
b. Heroic
c. Ninja

Send your entries to:
I Want my MGM Comps, PC, Alphafax Publications Ltd, 20 Pitters Lane, Ruislip, Middlesex, UB11 3HP.





MEAN ST.

Okey, it's time to get tough. Let's face it, how many people do you know that are called Tex Murphy? If I were called Tex Murphy then I'd become a private detective, just for the advantage of not having to introduce myself to so many people. However, in Mean Streets you don't have any option - you're stuck with the name. Oh well, just avoid everyone and pretend to be working.

Never mind the name. Your non-scientific difficulties will be forgotten when the first paycheck comes through the post. After all, you have been hired to perform a major investigation involving a Professor, his daughter, a coin collector and a hitman from Detroit. Sounds interesting doesn't it. There is however a snag, in the form of extreme danger to life at the hands of the hitman's gang and some very hot pieces of mail in the form of bulletins.

The game is set in the future, 2033 to be precise, which is why your car can fly as well as having an in-car fax and computer system. There's even a car phone. All that's missing from your puppie image is a smug shirt, braces and a double-barrelled surname. All of your investigating is conducted from the car, which is a very useful piece of



Cool, doesn't he look good? Oh I see why... He's an accountant, that explains it all!

crime-busting equipment indeed. There are many different locations available to visit, and the game is set over a map of the West coast of America.

Professor Lindsey has apparently committed suicide, but his daughter Sylvia refuses to believe the police's decision and so has hired you to find

out the truth. The Prof was in neurosurgery at San Francisco University, but left to work on a secret project. Three weeks later, he was found after jumping off the Golden Gate bridge, with a witness to the incident to boot. Your task is to use all of your investigative skills to suss out the truth and set yourself free.

As is usual with investigation games, you start off with a minimum of information, only three locations are revealed to you. These locations are given in the form of co-ordinates to input into your navigation computer. The car then homes in on the location and you can either fly it manually or use the autopilot to



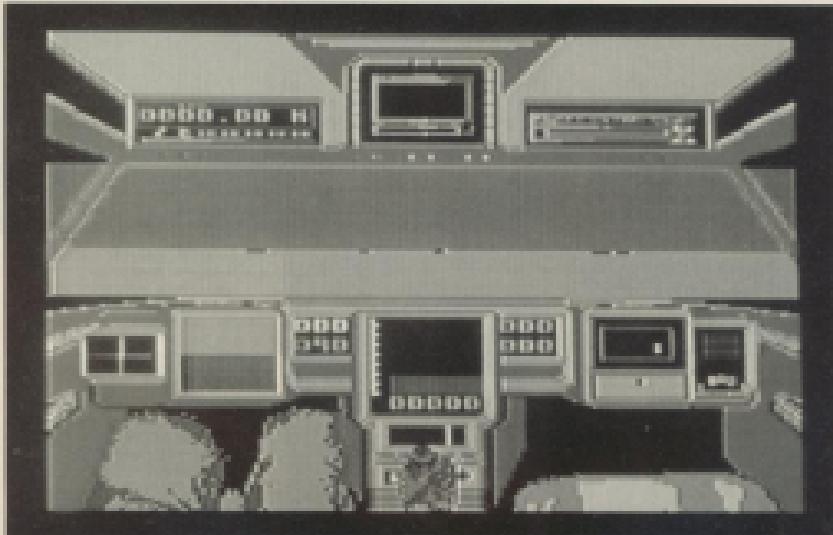
STREETS

reach your destination. Once you arrive at the location you can check out the building. There are different types of building; private rooms, laboratories and warehouses. These

may be inhabited by characters, the bad guys or just deserted.

If the place is empty then you can search for items, clues or information to aid your investigation. If there is

someone at home then you can ask them questions to gain information. However, if the gang have taken over a location then you'll have to fight your way in. They will no doubt be



Zooming along in my gravity hooper hover thang and it still doesn't look any less hot tut.



armed with machine guns but you've only got a pistol. The shooting screen is an arcade game sequence. The baddies shoot streams of bullets at you. You can dash behind objects and run forward, shooting at them and avoiding the flying lead. It's a toughie even for good arcade players and this might put off hardened strategists. I would have liked to see an option to skip this section of the game but no doubt the programmers thought it necessary.

The game is nicely playable and has some great graphics, with an unusual mix of flight simulation type, 3D and side on view arcade modes being used. Dated but good, with nice use of colour and sound effects. Main elements is a nice product with bags of lasting interest and good presentation. One to look out for later this year.

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DIE HARD

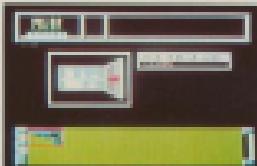


ACTIVISION -
Disk: \$49.95
Disk: \$49.95

Bruce is here with the prequel to his sequel. Ach, doesn't have his balding patch but the pouch is getting there.

H. M. Government Health warning: playing this game may seriously damage your health! Yes, it's chance to become Bruce Willis for the day and take on the evil Hans Gruber. Can you thwart his attempt to get rich very quickly, kill a few innocent bystanders and destroy a lower block?

Whilst the latter of his intentions may please Prince Charles the other two won't go down well with anyone. Especially if you happen to be a balding film star whose wife is one of the hostages. Not even Bruce Willis could afford the \$400 million that Gruber plans to extort. But Gruber hasn't reckoned with the power of Love (or Blighty) and you decide that enough is enough, and that you'd rather have the wife back because she doesn't have a life.



Ah, me wife. That hurt you did. I'm gonna tell me mommy!

chances of [a] your eventual escape in one piece and [b] the resulting at-

you'll notice lots of terrorists to bump off or be bumped off by. It's therefore a good idea to get acquainted with fighting rather fast or you won't be passing anything, let alone your wife, again. Assuming that you manage to knock off a nast or two you can search them to find objects that will aid you, such as weapons, ammo or whatever. Maps of the various areas can be accessed to aid your navigation. The titles are not operatively provocative like isn't that bad, as you can play through with the fire houses to gain access to new levels.

Fax

Bald Git

The film of this game turned Bruce Willis overnight from a fat bald person the wrong side of thirty-five into a fat bald film star the wrong side of thirty-five. It also made a lot of money, though just how much money I'm not going to tell you.

insurance policy.

Anyone who's seen the film will no doubt recognize the plot. But on to the game itself. The tower block happens to be one of those amazingly large places that cleaners get lost in and British tourists go to for their holidays. As Bruce you have to hunt down Gruber's gang one by one, thus reducing the odds stacked against you and increasing the

your wife, also in one piece. Our hero can either use one of the many readily available weapons to dispatch the bad guys, or do a bit of the old one-two and punch them to death. This makes for an awful lot of controllable actions from the joystick but then who said that a hero's life is an easy one?

The game is viewed from the side. As you trot around the screens

skorebox



overall

71



You have only twenty minutes of game time to rescue your wife. As well as all of your other problems, there is Kader Kart to be replaced with. As in the film, this ultimately evil henchman takes your wife after you killed his brother and now he wants you dead. Beware his attentions and you can have a crack at Hans himself. He is holding your wife hostage and you have to shoot him without hitting her. Not easy even for an ex-filmgoer.

The graphics are mostly clean and very atmospheric. Sound is really functional, though useful at times you could probably do without it. Die Hard is a big game. The long term challenge exists only as a quest for high scores though, and once completed a couple of times I couldn't see it holding too much lasting interest.

Where did you get them clippings? Put them down this instant, you disreputable brat.



Bruce's posturing. Higher than the hill on his head, but that's not saying much.



BLOODWYCH



IMAGE WORKS

- ED-10 Tape,
£14.99 Disk

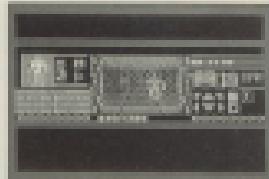
Death walks tonight, well Ash, does anyway. If you want a job done properly you'd probably need a bigger sword.

Legends tell of a certain breed of great adventurers, the Order of the Bloodwyche. These great heroes would take on all comers and defeat all foes in the pursuit of their quests. Now they have to be called upon again to rescue the land of Thrasco. The problem is this. There was a member of the Bloodwyche called Zendick. He was wise and powerful, yet his greed and ambition were his downfall and he became evil, finally destroying the land's guardian dragons. You have to take four adventurers through the deadly monster-infested maze of Thrascoval and defeat Zendick.

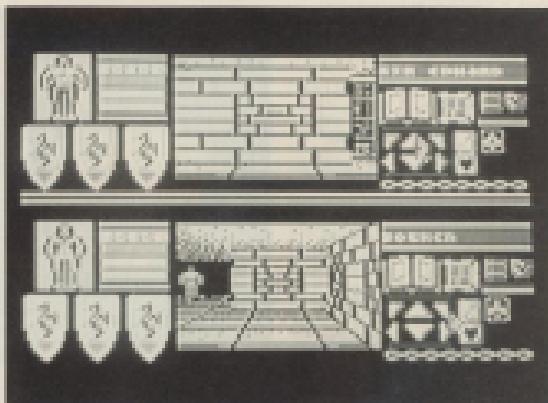
To perform this task you have to guide your adventurers through the tricks and traps of the castle, find the four crystals of stone and use them to destroy the evil tyrant. That is not going to be easy however, as a mind of evil genius (not to mention the

programmer) has designed the ultimate in evil traps. Just to make the place maintain its nasty atmosphere the place has been populated with mutated Thrasians, demons and creatures of the blacked magic. These denizens will test your abilities to their full extent as you strive for everlasting light and goodness.

You start the game with only two party members. You have to find the other sixties members of the Bloodwyche and choose two more to



Big money monster to smash!



Conquistador! Two way fun.

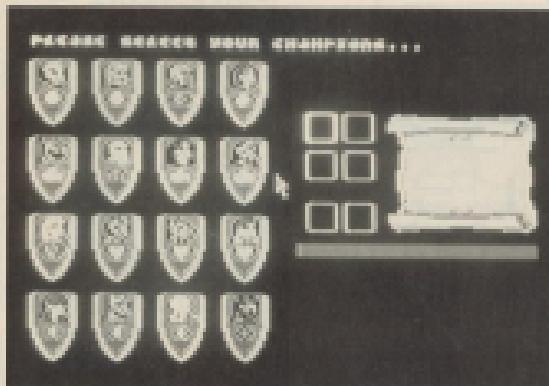
Fax

Fuzzball

Captain Coxeman was in fact not a Captain at all, being afraid of water, yet he is reputedly one of the hairiest persons in history. Adrian Pumphrey beats him for hairy appeal but has not had a cartoon series based on him.

give you the best fighting chance against Zendick. There are four types of party member. Each is represented by a suit in cards, i.e. hearts, diamonds, clubs and spades. The spades are fighters, strong in combat but weak in the grey matter department. Basically these devils hit anything that moves from back, or even things that don't actually move or speak.

Clubs represent the mages, who are skilled in the use of magic and



I'll take the gorgous chick in the leather and Aah! I have the skeleton.

spelcasting and also double as choices for when the party gets injured. They are well suited in all kinds of battles, and whenever a magical problem occurs so they can be reasonably expected to sort it out. The hearts are adventurers, all-round heroes who can become advanced in all skills but rarely become master of one in particular. Finally the diamonds are archers or assassins who are sneaky and skilled in accuracy and quick death, but the person you'd most want working behind the counter of a chemist.

The characters can be viewed on screen. This brings up a list of their items in graphical form as well as their vital statistics and armour class etc. The images have a spell book that can be viewed and spells selected. The game is joystick driven, using icons, in other words you don't need to type in any of the commands whilst adventuring. Spells are selected straight from the pages of the book and cast at a press of the fire button.

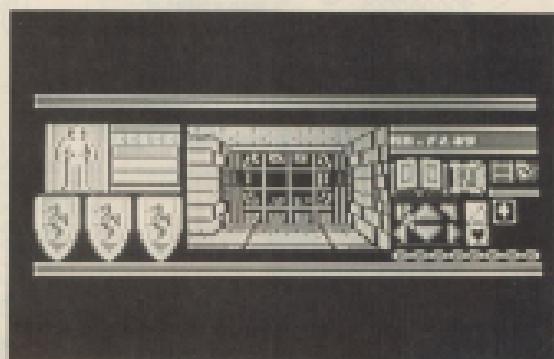
You can dismiss characters from the party, reprimand them for bad actions or encourage them when things go along. Dismissed members can be resummoned if necessary and the whole party can rest to regain spell and hit points. The movement is also icon driven which I felt was a mistake, as it is too easy to make a wrong turn by mclicking on the rather small icons. As you explore you are bound to come across a monster or two. Most people are unlikely to be diplomatic in such circumstances and will not doubt give straight in to the fray.

Combat is a combination of clear thinking, preparation and good reflexes. Whilst you don't have to

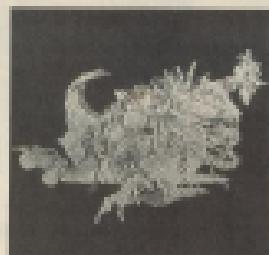
sail the very easily. With practice however you can get over the worst of the difficulties. The problems really are with spells because you have to select the power of the spell as well as its name which can take off too long when you're about to become a dragon's lunch.

Various magical items will be encountered along the way which will aid you in your quest. Powerful weapons and various scrolls, rings and swords of power are just a few of the things you can expect to find. After a few hours your characters will start looking like Arnold Schwarzenegger on steroids as you progress and successfully perform actions and make kills, your ratings improve and you become even more powerful. Unfortunately the monsters also increase in might and cunning.

Bloodchoc could have been a really nice game, however its bloodiness makes it annoying to play



What I see is a gate before me. Does it move? Nooh, but move it anyway.



Ooo, doesn't it give you the willies?

Fight in real time you do have to make the commands for the characters to obey. This means selecting spells and instructing them to fight in real time and a mistake

and at times so frustratingly difficult to control that you'll probably give up. At least try but it won't be everyone's idea of their favourite game ever.

skorebox

8	7	8	7
4	8	6	

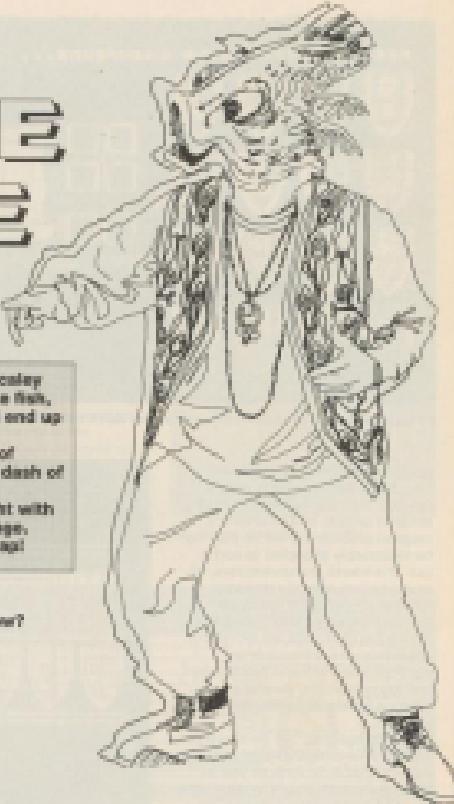
overall **71**

THE PURPLE PUZZLE PAGE

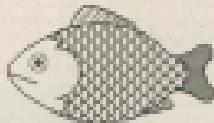


1. If a plane crashes on the borderline of Spain and France, in which country are the survivors buried?
 2. What's at the top of Nelson's Column?
 3. Can you find three rabbits in the picture below?

I'm purple, scaly
and smell like fish.
My scales all end up
on a dish.
With a twist of
lemon and a dash of
sage,
But I'm alright with
my puzzle page.
And that's a real



4. What is $3,000 \times 62 + 99 \times 6,788 \times 457$
5. Which one, out of the pictures below, is the odd one out?



- #### 4. What do you feel? You can share with a friend

If you have some puzzles or jokes or naps or anything that you'd like the Great Purple Fishlord of Czar to use, send them in to the usual address and you could win a crispy fisher.

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16. The following statement is true:
A. The primary function of the liver is to store glucose.
B. The primary function of the liver is to store protein.
C. The primary function of the liver is to store fat.
D. The primary function of the liver is to store water.

6129

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you for the others in this area who have been so kind as to respond to my letter. But I am afraid that you will have to excuse me for not being able to do more than say "thank you" to all of them.

THEE TEECHUHS

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